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AtariUser

June 91

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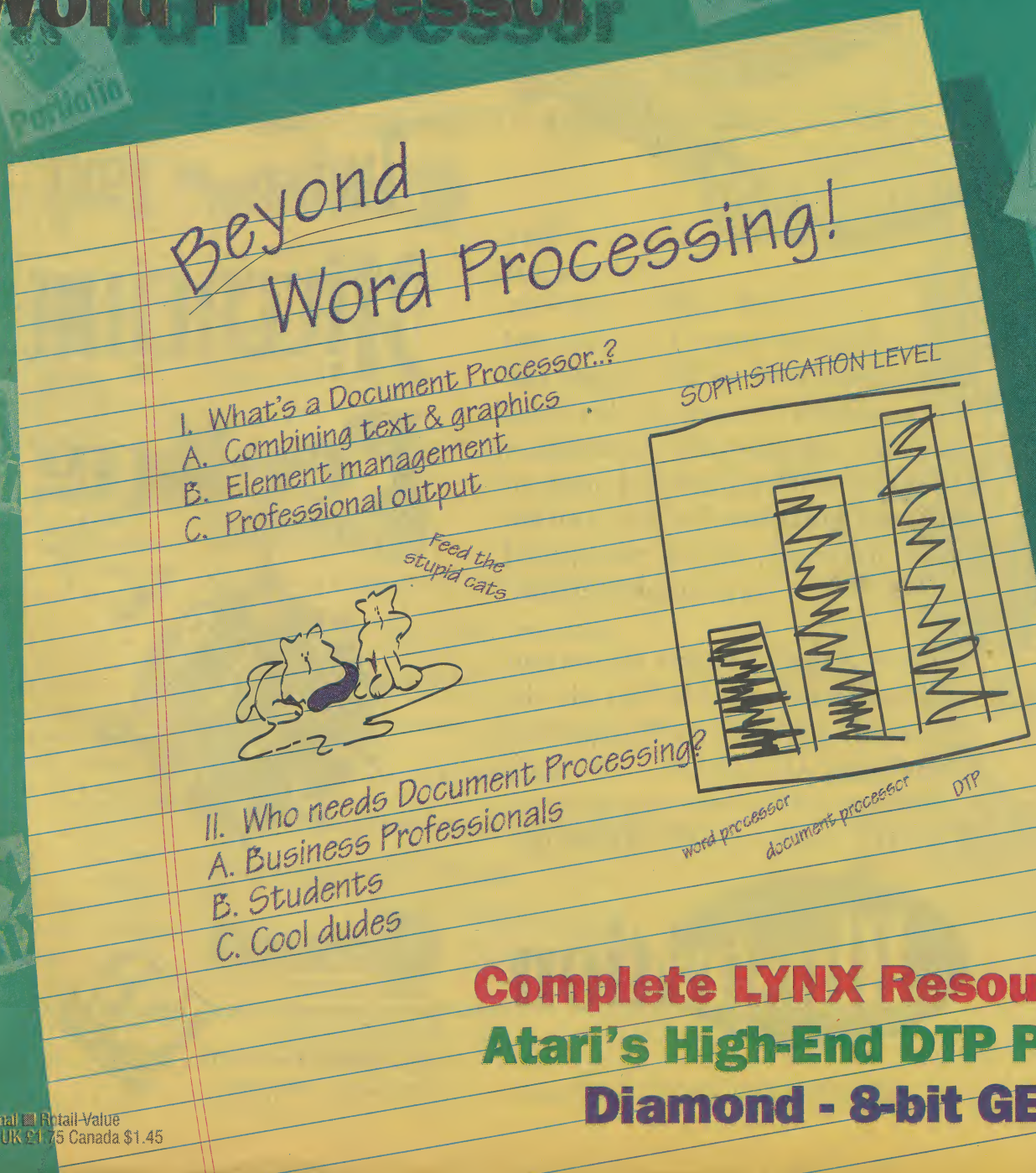

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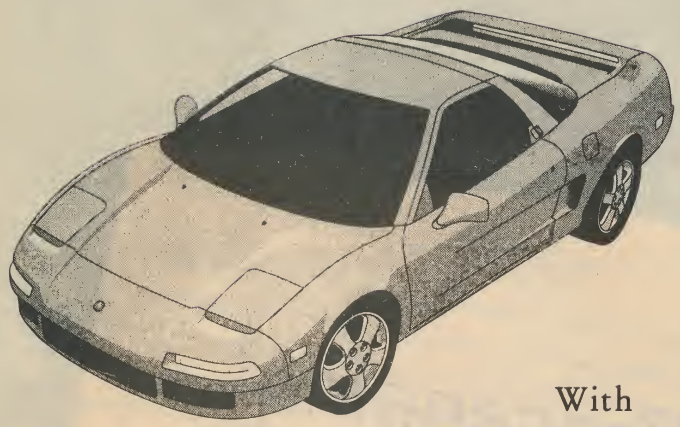

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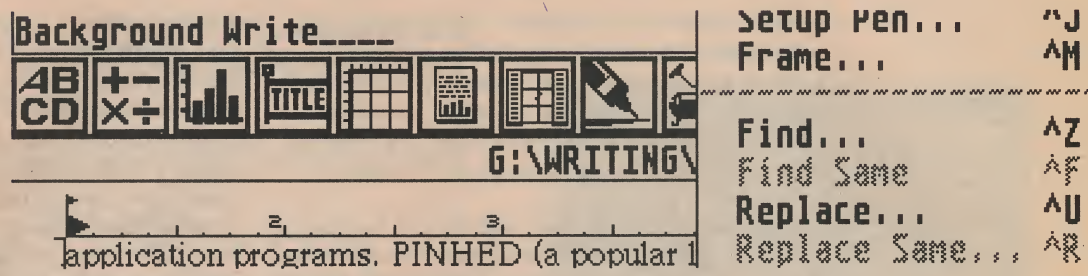

Read Me!

After resounding raves regarding our first issue of *AtariUser*, we are poised for an even better second issue. Actually, it's amazing to be writing this for the June issue well *after* the May issue has already circulated and drawn comment.

Fresh News is important to Atari Users, so this month we are adding the well-known Z*Net International News Service's *Newswire* to our magazine.

This issue of *AtariUser* brings you the most comprehensive cross-review of document processors I've ever seen. Jim Pierson-Perry gives us an overview of six products and makes his recommendations.

And Nathan Potechin, President of ISD (Calamus) and the Independent Association of Atari Developers presents his thoughts on the future of our machines in our views column, *High Resolution*.

We extend our special thanks to all those User Groups who have assisted in fine-tuning our distribution system. If, perchance, your group or dealer does NOT get AtariUser each month, call us right away at 818-332-0372. We'll do what we can to get to each of them, and you. Even if we have to make more AtariUsers... We don't mind. —*John Nagy, Editor-in-Chief*

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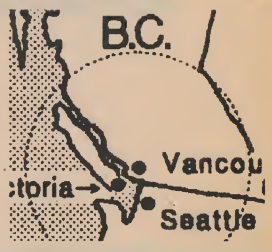

Resource!

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▼ VIEWPOINTS AND RESPONSES FROM OUR ATARI COMMUNITY

Nathan Potechin on the IAAD

■ Nathan Potechin is President of ISD Marketing, Inc., a Canadian company that has represented such products as VIP Professional, Masterplan, STAccounts and Accounts 2.0, as well as Ditek/DMC's Calamus family and DynaCADD. Nathan is also Vice President of Ditek International and President of the IAAD.

Atari Corporation's performance over the past few years in continental North America has been discussed by better writers than I. It's matter of record. What I'd like to share with you is what some of us have been doing about it, and give you a better understanding of what it means to be a registered Atari Developer in 1991.

Back in September 1989, a large group of Atari Developers got together to have a meeting at the WAACE User Group Show in the Washington, D.C. area. The result was the formation of the IAAD (Independent Association of Atari Developers). Since its inception, I have had the honor to serve as President of this association. The immediate goal of the IAAD was to help all of our members to help themselves.

Our group of Atari Developers contains people from widely diverse backgrounds. We have Engineers, programmers in a large variety of languages, marketing types, hardware gurus and software gurus, all united by one common goal—survival. Profit is nice too. We are an unusual bunch in that we chose to develop for the Atari platform, instead of jumping on the bandwagon of the more prolific platforms. "I love my Atari" is quite often a fact of life with this group. This personal feeling is indicative of our own natures, and not a measure of Atari's success—where reality rears it ugly head. The fact is, by sharing or pooling our collective knowledge in terms of advertising, marketing, channels of distribution, trade shows, user group shows etc., many of our members can receive valuable assistance. And share we do, in a manner unprecedented in the computer industry.

■ "Our group of Atari Developers contains people from widely diverse backgrounds. We have Engineers, programmers in a large variety of languages, marketing types, hardware gurus and software gurus, all united by one common goal—survival. Profit is nice too. We are an unusual bunch in that we chose to develop for the Atari platform, instead of jumping on the bandwagon of the more prolific platforms. 'I love my Atari' is quite often a fact of life with this group."

Some years ago, Atari had substantially greater geographic dealer representation and market penetration in North America. Then the erosion set in, making it harder and harder to justify basic overhead, let alone development costs. Meanwhile, the European Atari community was doing fine, thank you. So one avenue that the IAAD took to assist North American developers was to share worldwide representation contacts. It wasn't a cure or a sure thing, but it meant a lot to some developers.

A major difference in the market and product mix has occurred over the past few years. As the Atari platform develops, the hardware becomes more sophisticated. This is a natural progression, offering a challenge to developers to keep abreast or take advantage of the latest technology. Products such as two I proudly represent, DynaCADD and Calamus, use that technology to offer viable, professional workstations that can not and will not be ignored. A classic example, and one I enjoy whenever possible, is demonstrating Calamus to someone that deigned to condescendingly offer a few minutes of their precious time to see what this "Atari toy" could produce. Two minutes is more than enough time to create a page using features their DTP software probably does not have, showing them screen representation that has been WYSIWYG for over two years, and then output to Atari's SLM804 or SLM605 in seconds. The usual DTP person usually plans their coffee breaks around about output time. Products like Calamus on the Atari are a real eye opener for them, and you may correctly have guessed that this is the single most enjoyable part of my job.

Consider the above paragraph a preamble of what is to come. I have just returned from CEPS (Corporate Electronic Publishing Show) in Chicago. Without a doubt, this show saw the most professional exhibit that Atari ever created. Do not confuse this with "most expensive," "largest" etc., because it was not. But it definitely was an excellent representation of Atari desktop publishing workstations. The brochure was their most professional to date. The Atari booth location, situated directly between Linotype/HELL and Ventura, allowed us to show the folks at Linotype a few things about their imagesetters that they previously had not known or acknowledged. I can assure you that now, they know. It also gave us the opportunity to realize just how busy we were compared to Ventura's booth. I notice things like this.

Others will begin to notice the change as well. Speaking for my company alone, July 1991 will see the release of the next generation of Calamus, Calamus S and SL, as well as approximately 2 dozen separate modules. I am also proud to announce the latest addition to our product line, TMS Cranach Studio and TMS Vector ST 3.0, also scheduled for July release. Before the end of this year, DynaCADD will be available on the TT, Amiga, Mac, and IBM under Windows 3.0, with a UNIX version close behind, all file compatible. And ISD is not alone.

I have been professionally involved with the Atari Computers since August 1985. I was there when my 520 was starving for "anything" that it could run. I was there through the drought. And I'm definitely going to be here when Atari finally and firmly establishes it presence and credibility as a professional workstation, once and for all, in North America. Personally and professionally, I can't wait. —*Nathan Potechin* ■

▲ AtariUser Magazine offers this space each month to members of our community, to express themselves on matters of interest to AtariUsers.

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CEPS Details, Up North, WordPerfect..?, Special Offer

▼ **NAGY'S ATARI NEWS AND COMMENT** BY JOHN NAGY

Last month we told you that Atari had created a new division to support a team effort of Atari and third party developers in vertical markets. The new Professional Systems Group had their first show at the Computer Electronic Publishing Systems (CEPS) show in Chicago April 8-11th. All reports from that show indicate that "Atari" took a new meaning for many in attendance.

The most dazzling of the wares presented at CEPS seem to be the hardware and software from and for HELL Systems Imagesetter. This is a state-of-the-art device that produces the actual film used in color separations and linotype printing. The speed of the "Image Speeder", an Atari TT030 fitted with special additional hardware in a tower case, allows the Hell unit to produce 55 millimeters of finished film per minute at 2400 DPI resolution. That's fast, and it's a technology so new that even HELL's people had to come to the Atari booth to see the machine for the first time. This is stuff that is just beginning to happen in the MAC arena, and here is Atari doing it faster and cheaper.

Also big at CEPS were the new products from 3K-ComputerBild of Germany, to be marketed by Goldleaf, the Wordflair people. These are very high-end products at prices and performance that will make them a good choice for art and graphics houses, not for home use applications. But if Atari can land a place at the high end creative offices, the respect so gained will certainly trickle down to result in more consumer purchases. And street respect.

Prime offerings that will accomplish that are DIDOT and RETOUCHE. Didot is a professional grade page composition and line art package that has earned great respect on other platforms, and now presents a new high end for the Atari. Didot Professional does full CMYK separations, as does Retouche CD, and both will print PostScript to disk. Retouche is a pro-engineered image manipulation system. Both will also perform at blazing speeds when going to the Atari Image Speeder instead of to PostScript. The Image Speeder system delivers complete rasterized images in real-time for the film-generation at the image setter. The resulting smooth exposure is not only fast, it solves banding and patterning that PostScript can cause.

Calamus SL, the new modular high-end DTP system from ISD was shown and impressed many. It is, unfortunately, still not finished and available. ISD's Nathan Potechin says it looks like July now for the release of the color-capable (16.7 million of them) and generally all-powerful Calamus SL. It runs best, of course, on a TT. Otherwise, don't expect to see color on the screen. Add-on boards in the Mega STe VME slot might change that, though. One thing that many claim as the crippling defect of the Calamus line it the inability to generate PostScript compatible output. The linotronic service bureaus that can take a Calamus file are rare, while those who will take a PostScript file are everywhere. Defenders of the Calamus system say that retrofitting Calamus to output PostScript is like converting a modern car to steam power. They are somehow confident that Calamus service bureaus will eventually populate the country like gas stations. I have some doubts. For most of us, Calamus remains an exceptionally fine way to compose and produce 300 DPI documents on our own home laser printers. We can hope that SL may change that, bringing a true PostScript option for the installed base of steamers. Although not talked about widely, such an option may be front-burnered at ISD.

The Calamus SoftRIPS (a mere $3,500) is a replacement raster image processor for linotronic imagesetters. This is what ISD hopes more print bureaus will buy to supplement their present PostScript facilities. A bargain when compared to more traditional systems, and well received at CEPS.

Other ISD marketed press packages include tms Cranach Studio and tms Vector Studio, an all-around image manipulation system that can combine and covert color, raster, vector, grayscale and generate color separations. Draw and paint options are remarkable.

The "other" major player in the DTP field is SoftLogik's PAGESTREAM 2, also big at CEPS. Although already advertised, PageStream 2.0 is still in beta testing according to recent showings. It does look outstanding, having improved the screen representation that was one of its most significant deficiencies. Color separation is also a major improvement, and many observers believe that PageStream 2 will become the DTP package of choice. Not the least of the reasons is the true PostScript output, available right up front. The speed of the Calamus proprietary output is given up in favor of traditional print options.

New for PageStream 2 are the hinted Compugraphic outline font and Adobe Type 1 IBM format fonts. Document size can range up to 400 by 400 FEET. Yikes. Plan to spend a while exploring the new PageStream with us at AtariUser in an upcoming issue. SoftLogik has also just announced the start of a house newsletter called DTP WORLD that will be distributed to 15,000 users.

MEANWHILE, UP NORTH

Atari Canada has revealed the Mega 1 STe, a cut-down version of the Mega 4 STe. This model started life as a great idea, a fully stripped but fully upgradable 16 Mhz Mega. The Mega 1 was discussed and announced by Atari to be the same as its big brothers, minus the hard drive, host adapter, math chip, and 3 megs of ram. Things changed. The Mega 1 STe has a new hard drive cover that is louvered as to inhibit the installation of a hard drive. The cover was completely re-designed in comparison with the Mega 4 STe, with no mounting holes, and louvers that will have to be cut out to allow a hard drive to fit.

Additionally, the mounting holes that were on the Mega 4 STe are missing on the Mega 1 STe. Atari

■ ISD's booth at CEPS with Nathan Potechin and Bob Brodie

originally stated that the ICD Mega host adapter could be purchased and a hard drive added in. Now, Atari says there will be an upgrade offered from them with either a 40 or 80 megabyte drive, host adapter, mounting rails and (of course) the new (old) cover. We don't yet know if this will remain a competitively priced package. But it is a disappointment.

MORE FROM CANADA

The Windsor/Detroit Atarifest is history as I write this. Held across the Canadian border from MoTown the weekend of May 4-5, it drew about 25 prime developers and dealers, 5 user groups, and a somewhat meager 1,000 attendance. Sales were slower than hoped too, in this well presented and very friendly show, but most vendors reported at least recoupment of their expenses as well as a good time.

Trouble at the US/Canadian border (and/or anticipated trouble) was blamed for the unsatisfying turnout. Some vendors tell horror stories of hours lost at the border even after preparation of what they were told were the complete required forms. Others had no problem or delay whatsoever. US visitors were uneasy about buying hardware or software because of the uncertainty of how to declare it at the border. Rightly or not, fear of hidden costs or confiscations was heavy on buyers minds. This bears an important message for the upcoming Vancouver, B.C. show in June. Careful preparation and assistance must be the watchwords to prevent similar issues at the US/Canadian line between Vancouver and Seattle.

Highlights of the Windsor show, co-sponsored by WAUG of Ann Arbor, Michigan and WAUG of Windsor, Ontario, included seminars by Dave Small and Bob Brodie (as always). It's hard to get too much of either of them, and their talks are usually SRO. A new crowd pleaser emerged from ISD in the form of Mario Georgiou. His specialties are Calamus and Outline Art, and he is said to have kept the audience thoroughly entertained.

WORDS OF WISDOM?

Word Perfect Corp of Orem Utah gave preliminary notice that they intend to abandon efforts to launch a major upgrade on the Atari platform for their high-end word processing system, currently at version 4.1 on the Atari and 5.x on most other platforms. Reasons for the decision are based on the cancellation of a 15,000 unit order from Atari Germany, who had planned to include Word Perfect 5.x with all high-line Atari computers sold. The bundle has been canceled under pressure from German developers who don't want their own word processing products to be slighted. Until the change of plan overseas, Word Perfect had planned to finish a port of the NEXT computer version of the program to the Atari. It would have provided a really super end product that was even expected to completely implement the new FSM GDOS scalable font technology and full graphic power of the other WP5.x offerings.

"What I hear" happened next goes something like this: WP calls Atari Corp and asks if they wouldn't like to take over Germany's commitment for startup orders. Atari says "Thanks, no, we have our own word processor now. It's called WORDUP." WP says, "Well, we aren't going to do WP5 for the Atari without some kind of front contracts..." Atari says, "Fine, we don't need the competition anyway."

I'm sure that the real conversations were a bit more refined at least if not entirely different, but the end result is now staring us in the face. WP5 may not happen, and Atari is at least somewhat nonplussed at some level, perhaps due to their latest acquisition, WordUp. Support for the existing WP 4.1 on the Atari has and will continue with small revisions and tweaks every few months.

Word Perfect has indicated that it doesn't consider the matter closed, so there remains a glimmer of hope that cool heads and forward thinkers will prevail. We NEED industry-wide recognized products on our computers, regardless of the quality of those specialized Atari product lines. Competition? Software buyers call it CHOICE. And CHOICE is what appeals to buyers and sways them to pro-choice machines like the IBM and MAC. I'd go as far as to say that overall, Calamus would do better if there were an Atari version of PAGEMAKER and VENTURA PUBLISHER. These names validate the lineup. And they provide a marker for the innovators to surpass. We cannot even estimate the value of our Atari products in a vacuum.

Atari is in fact purchasing the source code and rights to WordUp!, the graphics and word processing system that pioneered the document processing field in the Atari market. While plans are not complete at this time, Bob Brodie said when asked at a Southern California user meeting that Atari may revise the program and rename it (Atari Word?). Possibilities include bundling it with the FSM GDOS and offering it as a free startup package in all new Mega STe and TT computers. While Atari is NOT supporting existing WordUp! owners at this time, it is possible that the eventual Atari product will be made available as an upgrade for WordUp owners.

The long-awaited scalable font GDOS will very likely be sold to existing users at a price "under $100" and will include a full single font family of Ultrascript fonts. Plans also are to include it automatically with new Mega STe and TT computers, already installed on their hard drives.

OLD BUSINESS

Last month, I reported that Darek Mihocka, of BRASOFT software, was working on his GEMULATOR ST emulation card for the IBM computers. Darek contacted me to say that he has devised a way to proceed on the project without waiting for WINDOWS to release a 32 bit version. He also corrected my report that said QUICKTOS is a program designed to dump TOS ROMS to disk - it actually does exactly the opposite, it allows use of TOS on a disk to be easily loaded into an ST for use instead of the built-in ROMS.

LAST BITS

AtariUser magazine was the guest of a live international round-table conference on GEnie Telecommunications system on May 1. We discussed our plans with an enthusiastic audience from as far away as Germany, New Zealand, and Japan. We also announced our 800 phone number for subscriptions (800-333-3567), our GEnie address for electronic mail (ATARIUSER) and our public message and discussion area within the Atari ST RT on GEnie (Category 15 in the BB, page 475). I want to thank the CodeHead Quarters BBS and Ron Berinstein's Vine Street Bar and Grill for hosting our end of the event in conjunction with their first birthday of their popular support BBS (213-461-2095).

Our readers who are unfamiliar with GEnie can take advantage of a free sign-up offer through AtariUser and GEnie. To sign up for your GEnie account: ■ 1. Set your modem to 300, 1200, or 2400 baud, half duplex (local echo) and dial 1-800-638-8369 ■ 2. When you get the CONNECT message, type HHH and hit the Return key. ■ 3. At the U# prompt, type XTX99428,ATARIUSR and hit the Return key. (Note the spelling; it must be EXACTLY as above.)

Have a major credit card or checking account number handy. GEnie will explain how the system works and ask for your information. With 2 business days your account will be up and running. For additional questions, call GEnie Client Services at 1-800-638-9636.

See you all online? Or next month, here. ■

NewsWire...

■ **The first Atari-run Atari show** will occur this November in Chicago, with the local assistance of the LCACE user group there. This will pioneer a new effort to provide wide-ranging shows with a variety of companies involved, including non-Atari-specific vendors in a large trade show atmosphere. Real working seminars and training sessions are to be developed as well. The Chicago show is also planned to be a major gathering of 8-bit developers and users. Atari will not reduce their support for user-group sponsored shows, nor will they compete with them.

■ **Existing Mega and TT computers still have the 720K drives**, while many computers now offer higher density 1.44 meg drives. Atari explains that the Western Digital controller chip used by Atari (and required at the BIOS level for compatibility with nearly every ST program on the market) will not run at a sufficiently high speed to reliably handle the high density format at the unusually high data speeds used in the Atari computers. When negotiations with Western Digital began regarding a new custom chip, Western notified Atari that it wasn't even planning to continue to produce the unit Atari already uses. Agreements for engineering a totally new chip were made, and Atari's facility in Israel is nearly finished with a more capable alternative. Best news is that Atari made sure to SOCKET the controller chip on new machines, allowing even users to upgrade the chip and drive unit when they become available.

■ **The Atari Corporation reported the turnover** for the fourth quarter 1990 at 151.9 million dollars with a net income of 8.8 million dollars. The sales for the financial year 1990, which ended on December 31, 1990, were 411.5 million dollars, a decrease of 3 percent compared to the same period in the previous year. The net income for 1990 was 14.9 million dollars against 4.0 million dollars for 1989. Sales dropped by 11 percent in the fourth quarter of 1990 compared to the same quarter of the previous year. By comparison, IBM has announced a 5% layoff plan after its first-ever quarterly loss of $1.7 billion. Apple's net revenues increased by 19 percent for the quarter, growing to $1.6 billion. Apple's International revenues accounted for 52 percent of total revenues, compared to 47 percent during the second quarter of fiscal 1990. Nevertheless, Mac penetration in all of Europe (4% of the marketplace there) is a distant fourth place to IBM (16%), Atari (8%), and Amiga (8%).

■ **Atari is setting up a huge multi-million dollar factory** to build computers in Israel, according to the Israeli Trade and Industry Ministry. Investment costs are expected to total 150 million dollars, which will be shared by Atari and the Israeli government. The factory will initially create 600 jobs, mostly for engineers and could rise to 1,000 in five years with an annual turnover of 150 million dollars.

■ **GRIBNIF has released a patch program to update NeoDesk 3.01** users to 3.02. The patch is available for download from the major telecommunications sources, or directly from Gribnif. The plan makes upgrades easier for everyone. The new version of NeoDesk fixes a few small bugs and adds some minor enhancements. Also offered direct from Gribnif ($10) is a new accessory disk featuring a "call NeoDesk" accessory that opens the NeoDesk desktop within any GEM program. An "Item Chooser" accessory performs selection of files within a window based on name templates, size, date, even by archive bit. Other Gribnif activity includes CARDFILE and STALKER. Gribnif will be marketing and supporting both these products. CardFile 3, a new version just released, is a further improvement of Tyson Gill's rolodex type accessory, formerly sold by his GT Software company. Coming this fall will be a new STALKER and STENO, with many enhancements of the Strata Software product. Gribnif, P.O. Box 350, Hadley, MA 01035, (413) 584-7887.

■ **A&D Software, makers of the Universal Item Selector, has announced their new Universal NETwork**. The network allows ST's and TT's to be networked through any and all of the network devices now on the market, and the new LAN ports on the Mega STe and TT are supported. Hard drives and printers can be shared by multiple machines, all without interference with each other. Price is $89.95 per node, with one node needed for every machine in the net. Volume discounts available. MIDI-net adapters are also offered at $30 per machine. They plug into the MIDI ports of any ST and allow you to use ordinary phone wire to network your STs. Contact A&D Software, 280 Peach Street, Merlin, OR 97532, 503-476-0071.

■ **From FAST TECHNOLOGY comes the TURBO20**, successor to the popular Atari ST accelerator TURBO16. Operating at 20 Mhz and with a new cache design that allows a true 8 Mhz operation, the new unit is both faster and more compatible with older software, even Spectrum 512. The TURBO20 is 20-25% faster than 16Mhz 68000 speedups currently available, including the Mega STe. TURBO20 is designed for use in all ST/STe computers, the STe computers require an optional adapter. TURBO20 is bundled with TURBOST, the original "software blitter" screen accelerator. $329, or T16 owners can upgrade for a limited time by purchasing a TURBO20 directly from FAST TECHNOLOGY and sending back their TURBO16 board. FAST TECHNOLOGY will mark the TURBO16 and return it with a rebate of $89. You may then sell the TURBO16 to further reduce the cost of your upgrade. The offer expires on July 1st, 1991. FAST TECHNOLOGY, P.O. Box 578, Andover, MA 01810, 508-475-3810.

■ **Double-Click has released DC Shower**, a replacement for the GEM desktop SHOW FILE function. It has up to seven DC Shower modules for use in a desk accessory or as an alternative to the standard SHOW routines. They let you view text files, binary files, 17 different picture formats, and (even extract) ARC, LZH, ZIP and ZOO archives. $29.95, or for a limited time for $19.95 as an "upgrade" from the shareware version 1.0 or 1.1, available on many BBS services. Double Click Software, PO BOX 741206, Houston, TX 77274 (713) 977-6520

■ **Widgets by Decker is offering a solution to the fan noise**, heat, and power consumption wasted by the Atari SLM804 laser printer when not in use. The printer must be on for the computer to operate, even when not printing. The "PHANTOM OF THE LASER" kit allows the SLM804 to remain off till you really need it to print The "PHANTOM" is installed inside the interface box permanently, and should be installed by experienced technicians. $25.00 ($40 installed by Decker), WIDGETS BY DECKER, 2399 SW Palisades Crest Drive, Lake Oswego, OR, 97034, 503-638-3940. ■

▲ **Z*NET NEWSWIRE** is a service of ROVAC Industries, P. O. Box 59, Middlesex, NJ 08846, Voice 908-968-2024, BBS 908-968-8148, GEnie: Z-NET, CompuServe: 71777,2140

WHERE'S THE MAC?

PageStream 2

The Desktop Publisher for the Rest of Us.

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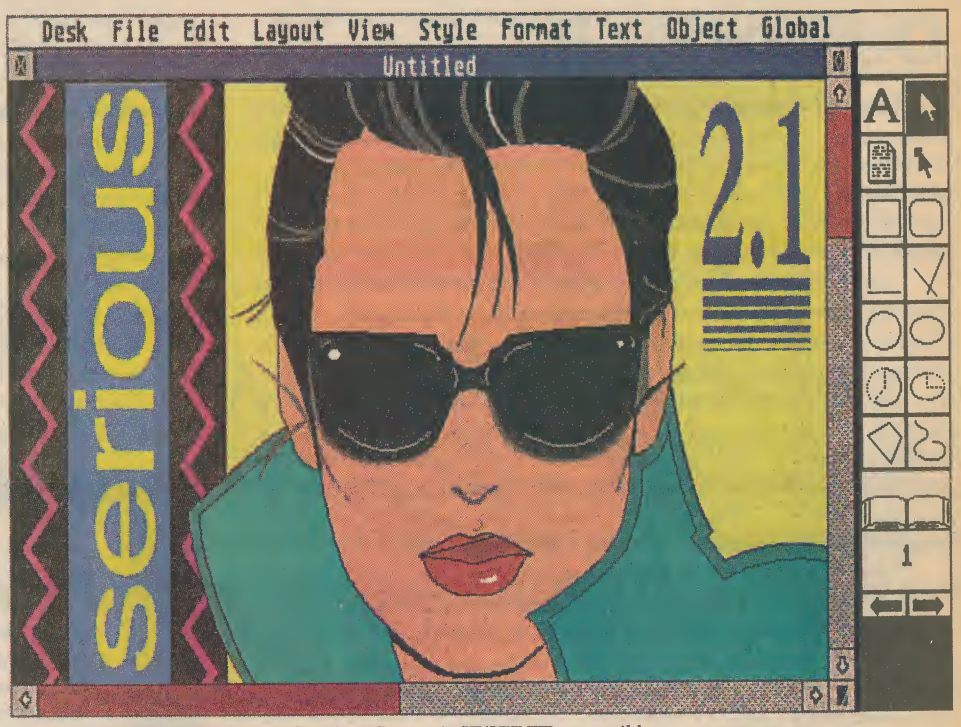
- Use PC PostScript fonts!
- Even with dot matrix printers!
- And no jaggies on-screen!

And Compugraphic Fonts

- Use Compugraphic Intellifonts!
- 10 are included!

We Know our Graphics

- IMG, TIFF, GIF, GEM, MacPaint, EPS, Degas, NEO, TNY, IFF . . .



Actual PageStream 2.1 screen shot. PageStream is ST/STE/TT compatible.

Have you ever been envious of all the neat DTP programs for the Mac? They have all those great PostScript fonts, multitudes of clip art and with Adobe Type Manager they don't have screen-jaggies. "Sure, we didn't have to mortgage the house to buy a computer, but it would be nice to have all those fonts."

SAY NO TO MAC ENVY

At Soft-Logik, we have a cure for Mac envy. We call it PageStream 2.1. Do you want PostScript fonts? PageStream lets you use any PC format PostScript font. Plus, PageStream can print PostScript fonts on your dot matrix, inkjet, HP or Atari laser printer!

SAY YES TO HINTED COMPUGRAPHIC FONTS

There are now two types of Compugraphic fonts for the Atari: unhinted, non-standard format fonts and hinted PC standard Intellifonts. Guess which we chose? PageStream 2 has the latest Compugraphic Intellifont Bullet technology. These typefaces are hinted so that they look great on all printers, even at small sizes. Of course we give you ten fonts from the Times, Triumvirate and Garamond families to get you started.

LOOK MA, NO ATM!

Because Adobe Type Manager is not likely to be released for the Atari any time soon, we've built font scaling technology into PageStream 2.1. When you select Palatino Italic 72, that's what you will see on the screen, even if you rotate it or bleed it off the page. PageStream scales all Compugraphic, PostScript and Soft-Logik outline fonts.

HOW MANY GRAPHIC FORMATS DO YOU KNOW?

Take thirty seconds to list all the graphic formats you know. Chances are that PageStream will know even more! Whether you need PostScript illustrations with bitmap previews, 16 million color pictures or scanned grayscales, PageStream will handle them.

WHY DID WE GO TO ALL THIS TROUBLE?

Soft-Logik exists because of Atari users like yourself. We grew up with the Atari ST and we think Atari users deserve the best. We believe PageStream 2.1 is the best. So the next time you feel Mac envy, take a dose of PageStream 2.1. You won't be left wondering "where's the Mac?"

Registered Owners Upgrade to 2.1 for $75 from now until June 1, 1991. PageStream 2.1 retails for $299.95 US/$359.00 Cdn

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Defender II

▼ A CLASSIC IS BACK FOR THE FIRST TIME—ST

Defender for the ST! Finally! There have been many games for the ST in the general vein of Defender, but despite their improved graphics and sound (or perhaps because of them), none of the various Defender clones for the ST has ever quite hit the mark in basic playability. This one does.

The computer version of Defender II is actually three games, covering each of the various arcade incarnations, the original "Classic" Defender, Stargate, and Defender II. Recapping the basic scenario, you are the captain of the Defender, a starship defending your planet from alien invaders who kidnap your citizens. Stargate expands on this basic idea by adding some new types of aliens and a special Stargate to instantly spacewarp from one section of the planet to another, allowing you to more effectively respond to and escape from alien attacks. Defender II adds even more new aliens, as well as new types of weaponry.

You control the game with the keyboard alone or a combination of the keyboard and the mouse, odd but actually pretty easy to use. The level of difficulty and general feel of the game is pretty much the same as the original arcade versions—pretty tough. But at the same time, it's not so hard that a beginner should worry about not being able to learn the game.

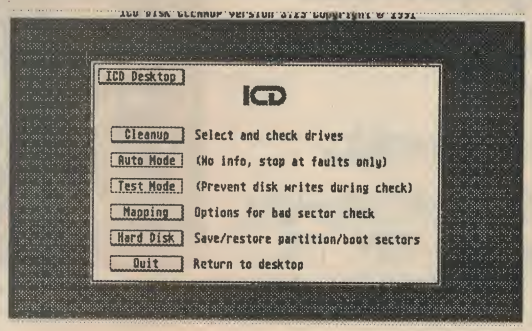
This package will appeal mostly to old-timers who would like to relive a classic, and who haven't been satisfied with one of the clone versions. But you young whippersnappers should check it out as well, to have a look at the old days when games could not afford to slide by on terrific graphics and poor gameplay, as all too many of today's games do. $49.95, from ARC (Import, Atari UK Entertainment Division) —*Michael Alfred*

Cleanup ST!

▼ HARD DRIVE SCRUBBER—ST,TT

What's in a name? Well, Cleanup ST! does not come in a spray bottle. It works, very automatically and easily, inside your hard drive to "analyze the disk, recognize different types of corruption, and repair the damage where possible." Cleanup ST! will correct errors in the File Allocation Table (FAT) and the directories.

Cleanup ST! requires an ICD ST Host Adapter as part of your system, although it will work on drives connected to other makes of host adapter if an ICD unit is also hooked in somewhere.



The software has many options. The Auto Mode is for routine check ups. You click on this and go get a soda. When you are back the program will have done its stuff. It only stops if it encounters an error. The Test Mode checks for errors but does not correct them. It lets you decide what to do or not to do. Optimizing, defragmenting files for faster access, is also available.

Cleanup ST! also allows you to back up just the load partition and boot sector data to a floppy. This is the index and table of contents for your hard drive. If this were to get corrupted, nothing but that little backup would be able to save your data.

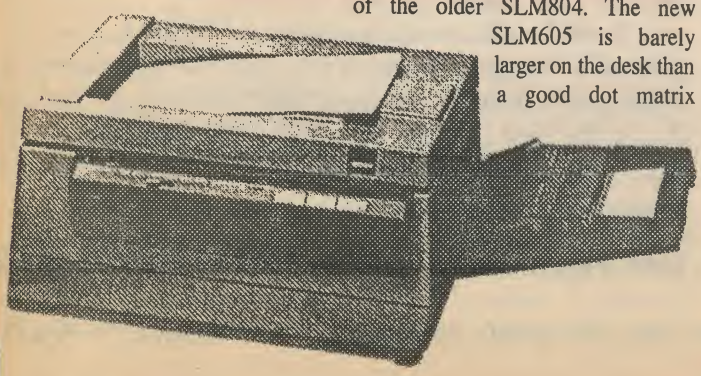
The first time I used Cleanup ST! I used the Auto Mode. It whipped right through the partitions, that is until it told me I had some errors on Partition D. The drive had some cluster errors. The software gave me a few choices, I chose wisely and it fixed the offending files, retrieving lost bytes. All worked perfectly. It's $29.95, by ICD Incorporated, 1220 Rock Street, Rockford, Il 61101, 815-968-2228.—*John King Tarpinian*

Atari's SLM605 Laser Printer

▼ FAST, SHARP, AND QUIET

The Atari SLM605 Laser Printer is a handsome unit, about two-thirds the size of the older SLM804. The SLM605 has a 150 sheet capacity paper feed tray, and the paper can be ejected either face-up to the side or face-down to the top. It handles standard 20 pound paper up to 65 pound card stock. The single sheet feeder accepts envelopes, labels, and manually fed paper.

Printing speed is 6 pages per minute, down from the 8 per minute rating of the older SLM804. The new SLM605 is barely larger on the desk than a good dot matrix printer, and the house lights don't dim when it prints. Unlike the SLM804, it's quiet enough to forget that it's running.



I found the printout to be fabulous. It's as good as any 300 DPI printer on the market. Blacks are solid and smooth, and lines are razor sharp.

The SLM605 is a sister to the Epson EPL6000 Laser Printer. Atari uses standard laser printer engines, and Atari selected the Epson for their replacement of the obsolete SLM804. That means you can get toner for the SLM605 anywhere, either via Atari or most computer suppliers. Also, accessories for the Epson will fit your SLM605.

The SLM605 retails for about $1,200, but is often discounted. It might seem like a lot for a laser printer today, especially since it has no internal memory, but the Atari system needs no printer memory. The image is built in computer memory (2 meg minimum for practical use). A full graphic page could take a "normal" laser printer five minutes or more to print, and require 2 or more meg of expensive printer memory. The Atari can print it in seconds. I think the SLM605 gives what you pay for and more. — *John King Tarpinian*

A *Casey* for your STACY

As portables go, Atari's STACY is quite heavy, and it offers no simple way to carry along a power "brick" and other accessories. Fortunately, Multibyte ("Power without the Plug") offers a line of powered cases for the STACY with and without auxiliary battery packs that turn the STACY from a behemoth with a handle into something you can actually take with you.

The three cases in the CASEY line are all constructed of water repellent Cordura nylon that feels like it could take one heck of a beating. You can use the STACY without removing it from the case.

CASEY Junior is just large enough (15"x17"x3") to hold a STACY and a power pack. There is also an external pocket large enough to carry one of the small battery powered printers such as the Diconix. The CASEY Jr. was designed to work with Multibyte's internal STACY battery pack. The price for the case alone is $135, or $325 with the internal battery pack.

CASEY Plus measures a whopping 20" x 15" x 3.5," It's big enough to let you leave cartridges plugged in. Like the Junior, it has pockets for a small printer and the STACY power supply. Additionally, it has two pockets designed for use with Multibyte's battery packs, each good for at least 4.5 hours. The CASEY Plus is $368 with an external battery pack, about $180 without it.

The standard CASEY is 15" x 15" x 3.5," and is similar to the CASEY Plus, but can not accommodate cartridges remaining plugged in. Quite a bit lighter, it's also $20 less than the CASEY Plus. Casey's are available in Grey, Light Grey and Navy, or 11 special colors ($25 extra). Multibyte, 213 N. Lincoln Avenue, Sterline, VA 22170, 703-406-9139. —*Dave Plotkin*

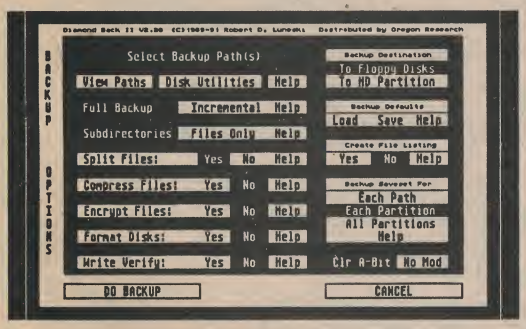
Diamond Back II

▼ FASTEST HD BACKUPS—ST,TT

Hard drives are wonderful, but they aren't flawless. Backups, the entire contents of your drive on a set of floppy disks, are the only road back when disaster (or operator error) hits. Diamond Back II is perhaps the best of many utilities for creating backups to disk on the ST/TT.

With backups, its not so much what you get when you're done as how long it takes to get done—and Diamond Back is the fastest. Writing full (even extended format) disks takes well under a minute each, and if you have a pair of floppy drives, it will auto-switch between them for faster access. Formatting is also faster than anything I have used to date. The per-disk time is so short that you don't even have time to be bored, let alone get up from the keyboard. Backup night used to be good for a movie and pizza. With Diamond Back, I don't have time to follow the plot or wipe my hands.

Better yet, Diamond Back II incorporates every imaginable extra. Image or file backups, Spectre partitions, incremental backup by date or archive bit, optional compression or encryption, validation logs, big partition support, selectable partial backup or restore, mixable floppy formats on the fly, 1.44 meg floppy support, and, and, and... Yikes. It even does *incredibly* fast partition-to-partition copies.



Included with Diamond Back II are utilities for formatting floppies and file-finding. Both run as programs or accessories, and both are remarkable in their own right.

I own *lots* of backup programs. I *use* Diamond Back II. It's in version 2.20, and is now marketed by its author after less than satisfying prior distribution. Bob Luneski has and will continue to improve the already terrific system. The new version has a new (nice!) manual and improved Spectre handling, plus other refinements. Owners of earlier versions should contact him for upgrades ($7.50). Diamond Back II, $44.95 from Oregon Research Associates, 16200 SW Pacific Highway, Suite 162, Tigard, OR 97224, phone 503-620-4919. —*John Nagy*

A4 DaataScan Page Scanner

It looks like a wringer washer, but works like a champ. At a thousand dollars, it had better. The new DaataScan A4 full-page scanner from Rio Computers is a hybrid of hand and flat-bed scanner technology, and the result is versatile and particularly enjoyable.

The 100, 200, 300, and 400 dot per inch scanner is built by Mitsubishi and comes in two parts, an 8.5 inch wide scanning head that looks like (and can be used as) a monster two-hand-scanner. The powered base-unit it snaps into converts it to an automatic feed sheet scanner. Just set the paper in the slot, press the scan button, and the rest is software controlled.

Unlike previous scanner offerings from Rio, the new software and interface is imported from a UK company called Pandaal, and their scanning/editing software is remarkable. Like "flat bed" scanning software, you may take a page scan, mark the areas you really want, and re-scan them into a work screen. Precision is quite good for repeated scanning. Magnification and pixel edit control is outstanding, even more extreme than makes any sense. It provides a range of rotation but no actual drawing tools, so you will still need something like Touch Up from MIGRAPH to really work on images.

A selection of three different simulations of half-tones (dither patterns) plus line-art settings provide very good control and superior results. Photographs come out looking better than with any non-grayscale scanner I have used to date, certainly suitable for use in commercial publications. Screen updates aren't really sluggish, but are nearly instantaneous if using QUICK ST or TURBO ST screen accelerators. With them, scrolling though a scan window is almost seamless motion. Very impressive. Unmatched, really.

Drawbacks of the unit include the inability to scan an open book, easy to do on flatbed scanners. You can use the scanning head by hand and get scans that a flatbed couldn't, but the precision auto feed is lost. I'd also appreciate wider range of control on the lighter/darker adjustment. There are times when I'd like to get a too-light or very dark scan for special effect. It's almost impossible to get a bad scan—how's that for a flaw!

The DaataScan A4 unit is a treat, and it was with a tearful eye that I sent back the demonstrator. It will certainly be a limited sales device at $999.95, but is the best I've seen in the price range. —*John Nagy*

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Gribnif Software Presents...

NeoDesk™ 3

The Ultimate Desktop

NeoDesk™ 3 is a complete replacement of the boring, built-in desktop that comes with the Atari ST. Its advanced, yet intuitive, graphical interface will make your computer both easier to use and much more powerful.

It is the easiest and most affordable way to realize your Atari's true potential. Many have called it "the ultimate upgrade for the Atari ST".

NeoDesk introduced the idea of placing your commonly used programs directly on the desktop while pioneering the concept of assigning different custom icons for individual files and folders.

Now NeoDesk 3 takes you a step further, introducing several new and original concepts which will make you want to scream "I want my NeoDesk 3!".

In addition to keeping commonly used files and programs on the desktop, you can now also keep folders on the desktop. And not to limit your creativity, with NeoDesk 3 you can even write *Desktop Notes*™ right on the desktop itself.

Only NeoDesk 3 allows you to look at two different parts of the same window, thanks to its amazing *Split Window* feature. Of course, each window can be set to display text or icons, independently of any other window. Each window can even have its own sorting and text options.

NeoDesk is also smart, using all of its available memory for file copying so that as many files and folders that will fit into memory are read in at once. No more useless disk swaps, even hard drives benefit from its speed and efficiency.

Add some of the other NeoDesk 3 features, such as a brand new Icon Editor, keyboard equivalents, desktop picture, file templates, *Active Icons*, and *Hot Keys* (execute your favorite program with a single key), then you have more than enough reasons to buy NeoDesk. But for those of you who need a little more, read on.

NeoDesk 3 now offers a unique *File Clipboard*™ which lets you temporarily hold files and folders in memory while you are busy doing other things. In a way, you can think of it as an automatically expanding and shrinking ramdisk.

You now also have the power of *Macros*, with which you can automate any series of desktop operations like opening windows, copying files, running programs, etc. These can also have *Hot Keys* assigned to them.

NeoDesk 3 even has special support for 5 1/4" floppy drives and formats all disks with the correct information so they work on most MS-DOS computers.

From low resolution to ultra high resolution, NeoDesk 3 supports up to 10 different resolutions in each system.

Of course, these features would not be useful unless they were easy to use. Rest assured, NeoDesk 3 has been designed to be "upwardly compatible". Use NeoDesk just like you used the original desktop, no need to forget all that you have learned.

It doesn't stop there. The included *Recoverable Trashcan* lets you recover files deleted with it at any time in the future. It was created using the *NeoDesk Developer's Kit*, which opens a whole new world of possibilities. There's also the *NeoDesk CLI* (both available separately), a complete window based command line interpreter which allows you to create pop-up menus, automate file operations, and much more.

No matter who you are, NeoDesk 3 has something for you. From helpful search capabilities to a powerful file reorder function. Thanks to its ability to remove itself from memory, it only needs about 35K of memory. Of course, there's lots more, which you can discover by ordering today!

NeoDesk 3 and the NeoDesk CLI are available from your local dealer, or order toll free by calling (800) 284-GRIB and get FREE 2nd Day Air (US only). Call or write for upgrade and other information.

GRIBNIF SOFTWARE
P.O. Box 350 • Hadley, MA 01035
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Beyond Words...

■ It's no contest. Word processing easily wins as the most common microcomputer application, both at home and in the office. Sometimes, though, plain text is not enough. Reports, form letters, overheads, and similar efforts often require both logical and imaginative elements for effective communication. Such enhancements include pictures, database merging, logos, specialized fonts, etc. Programs capable of dealing with these compound documents range from simple editors with graphic importation to full desktop publishing systems...

Document processors occupy a nebulous region between simple text processors and desktop publishing programs. They can mix text and graphics but do not have the high end drawing tools, precision layout control, or column routing capabilities. If your writing needs require only text, you're better off with a simple word/text processor to handle the job. There are a wide range of text processors for Atari users, ranging from the simple public domain ST Writer up through the high end Word Perfect.

Although desktop publishing programs have more features than document processors, they are not necessarily adequate substitutes. They are substantially more difficult to use and are much slower for text editing operations than comparative document processors. In addition, none of the current Atari DTP products handle mail-merge database functions.

Six Atari programs qualify as document processors for our purposes here: First Word Plus, Script, Signum II, Wordflair, Wordflair II, and Word- Up.

PERFORMANCE TESTING

Benchmark testing used a standard Mega 4, TOS 1.2, with monochrome monitor and Supra 30 Mb hard drive. No desk accessories or autorun programs were installed, unless required by a program (e.g. GDOS). Reported times do not include additional manual reformatting time required by some of the programs.

The test ASCII file was 16,000 words. The test document was a 2700 word formatted software review containing screen shots, multiple fonts and sizes, headers and footers. Versions were created in each program's native format.

Available memory was checked after a program loaded with its native font setup. The graphic import test does not include preprocessing time required by Script and Signum II to render the test IMG file into Sketch format. Font conversion time reflects changing the ASCII file from 12 point Helvetica to 12 point Times (or equivalent Signum fonts). Search and replace was tested twice. The first was by simple substitution of "two" for all occurrences of "the". The second replaced "the" with "Atari Computer Corporation USA", requiring reformatting as well as search and replace.

The test review document was spell checked after entering all unknown words into each program's user dictionary. The review was printed in both final and draft modes (as supported) on a Star NX-10 and in final mode on an Atari SLM804 laser printer.

FIRST WORD PLUS

This is an expanded version of the word processor that Atari once bundled with ST computers. It comes across as an outdated text-based program with a minimal nod to GEM graphics. It uses no fonts beyond those built into your printer.

First Word Plus supports graphics and text but can only print graphics on Epson compatible printers. Other printers just yield blank gaps. Graphics importing is very restrictive, requiring the graphic file be on the same disk as the document.

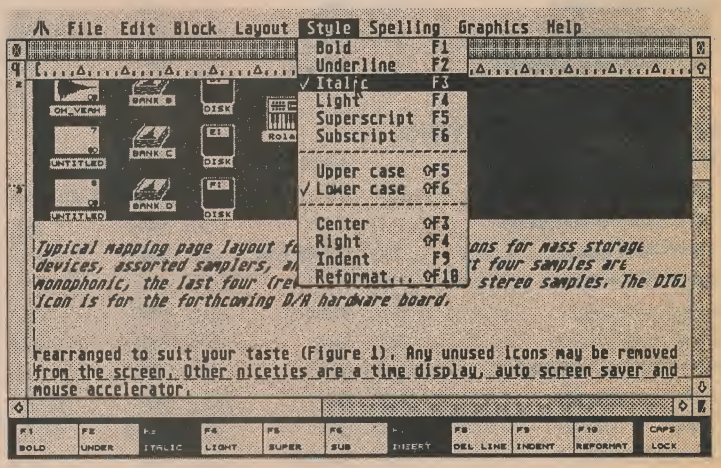
Multiple columns, mail merge, and other high level features come via the auxiliary First Mail program. First Mail creates command files to process one or more First Word Plus documents. Operations are not previewed on screen and require considerable effort to get the desired results. A primitive spelling checker flags unknown words but offers no suggested spellings (contrary to the manual). Hyphenation works poorly and requires constant user correction.

First Word Plus does not use ASCII tab characters, it substitutes a series of spaces. This is a major pain when printing tables in proportional fonts or if you export a file to another program. Documents are not automatically reformatted as you type and edit. You must do this manually before printing, and again after you delete or insert text. Style changes must be done a paragraph at a time.

Overall, First Word Plus fares poorly against its competition. The current version (3.15) fixes some minor bugs but

■ Complete comparison chart on page 18.

▼ **1st Word Plus**—Graphics are literally overlayed onto existing text and require careful manual editing to get desired positioning. Text is shown in the standard Atari nonproportional system font, regardless of the target printer font.



adds no new features. There are no plans to enhance the program in the near future for the US market.

SCRIPT

Script is a relatively new German import, distributed in the US through Megamax. It is a peppy, friendly program with plenty of features. Script uses Signum font technology and comes with a few sizes of a single font. Additional fonts are available through Megamax, but suffer from variable quality, and are not available for all printers.

The display corresponds well with printer output. Document formatting works at the paragraph level, with automatic reformatting as you type. Script lets you select a single word, paragraph, or entire document in one stroke - very useful for fast repair of misspellings and style changes. Measurement unit resolution is inconsistent, ruler markings are in eighths of an inch but format dialog boxes only go to tenths of an inch.

Graphics must be imported in the Sketch format. An included ancillary program converts DEGAS, IMG, and MacPaint graphics into Sketch format. Resizing graphics is one of Script's few design flaws. You must entering new resolution values in a dialog box instead of just dragging the picture with the mouse.

Script handles most editing functions rapidly. Search and replace operations are the exception, taking an inordinate amount of time due to needless scrolling of the screen display. The spelling checker was not in the original German release but was added by Megamax for the US market. It is quite fast but needs improvement; for example, it flags numbers as unknown words.

A new version was recently released in Germany but will not be coming into the US. Its major improvement was addition of a spell checker and Megamax already took care of that. There are no plans to make Script compatible with FSM GDOS.

SIGNUM II

This program was developed several years ago to provide maximum typographic layout capability for document processing. Unfortunately, it traded off any pretense at intuitive operation and speed without providing any significant advantage over its competition.

Virtually all operations require subsequent manual reformatting, which can be tedious as the entire text display is scrolled on screen.

The program uses Signum fonts but only allows up to 7 fonts per document. This is restrictive for complex documents since each font is only good for a single size. Small, wide, and large character attributes let you compress and stretch characters to provide intermediate font sizes. The results are rarely adequate and look amateurish. Fonts are managed through an obtuse index number roster rather than a font menu.

Signum II supports multiple columns of varying width per page. However, this only works for a single page at a time, with no automatic text flow across pages.

Its only unique feature is an add-on module which supports writing right to left, useful for Hebrew and Arabic writing. Otherwise, Signum II offers no reasons for putting up with its awkward design, extreme slowness, and restrictions.

WORDFLAIR AND WORDFLAIR II

The Wordflair programs have the most demanding hardware requirements of the programs surveyed. In return, they meld text processing, graphics, database management, math functions, and simple drawing tools within a unified framework. Their overall feel is more like a downsized DTP program rather than the enhanced text processor model used by the competition.

New documents open to hold just text. Within this background you can create and place fully adjustable regions holding pictures, database record fields, additional text (e.g. titles or captions), or numeric calculations. You can easily toggle between normal and page preview modes for facile page composition and editing. Depending on your writing style, being able to open only a single document at once may be a drawback. All other programs except Signum II let you have

▼ Continued on page 22

■ Atari Document Processor Comparison Chart

	First Word	Script	Signum II	Wordflair	Wordflair II	WordUp!
■ ENVIRONMENT						
Version	3.15	1	2.02	1.12	1.00	3 (8/20/90)
Hardware Requirements	520K RAM	1M RAM,mm,DS	1M RAM,mm,DS	1M RAM,2 DS	1M RAM,2,DS	520K RAM
Font Technology	NA	Signum	Signum	GDOS	GDOS	GDOS
# Included Typefaces	NA	1	10	3	3	10
Max Files Open	4	4	1	1	1	4
Page Sizes	160 chars by length	user-specific	user-specific	letter,A4,legal,B5	letter,A4,legal,B5	user-specific
Measurement Units	in	in	in	in,cm,pica	in,cm,pica	in,cm,mm,pica
Facing Pages	yes	h/f only	h/f only	h/f only	h/f only	h/f only
Multiple Columns	snaking*	no	separate	snaking, separate	snaking,separate	snaking
Set Starting Page #	yes	yes	yes	no	no	yes
Headers/Footers	yes	yes	yes	yes	yes	yes
Text Runaround Graphics	manual	no	manual	yes	yes	yes
■ TEXT ENTRY/EDITING						
Import/Export Formats	ASCII	ASCII,FW+	ASCII	ASCII	ASCII	ASCII,FW+,WW
Text Attributes	b,i,u,+,-,li	b,i,u,+,-,lr,sm	b,i,u,lr,sm,wi	b,i,u,+,-,o	b,i,u,+,-,o	b,i,u,+,-,o,many
Hard Space/Soft Hyphen	yes	yes	no/yes	no	no	no
Time/Date/Page #	no/yes*/yes	yes	no/no/yes	no/no/yes	no/no/yes	yes/yes/yes
Adjust Tracking	no	no	yes	no	no	no
Adjust Leading	some	yes	yes	some	some	yes
Foot/Endnotes	foot	foot	foot	no	no	end
Show Format Symbols	no	yes	no	no	no	yes
Auto Repagination	no	yes	no	yes	yes	yes
Tabs	l,d,f	l,c,r,d	l	l	l	l,c,r,d
Search Objects	text,wild	text	text,att	text,fc	text,fc	text,fc,att,wild
Replace Objects	text	text	text,att	text,fc	text,fc	text
■ GRAPHICS						
Import Formats	IMG,DEGAS*	Sketch,many*	Sketch,many*	IMG,GEM,many*	IMG,GEM,many*	IMG,GEM,many*
Crop/Resize/Rotate	no	some/yes*/no	yes/yes/no	yes*/yes/yes*	yes*/yes/yes*	yes/yes/no
Hide Graphics	yes	no	yes	no	yes	yes
Drawing Tools	no	no	no	line	line	no
Paragraph Borders	no	no	no	yes	yes	yes
■ MAIL MERGE						
Data Import Formats	ASCII	NA	NA	NA	ASCII	ASCII
Max # Records	unlimited	NA	NA	999	9999	unlimited
Sort Database	no	NA	NA	yes	yes	no
■ PRINTING						
Print Preview	no	no	no	yes	yes	yes
Edit In Preview Mode	NA	NA	NA	some	some	no
UltraScript Compatible	no	no	no	no	no	yes
Use Native Printer Fonts	yes	some	no	no	no	yes
Draft/Final Modes	both	both	both	no/yes	no/yes	both
Print Sideways	no	no	no	no	no	no
Formatted Print To Disk	yes*	yes	no	no	no	yes
Chain Print Files	yes*	no	yes	no	no	no

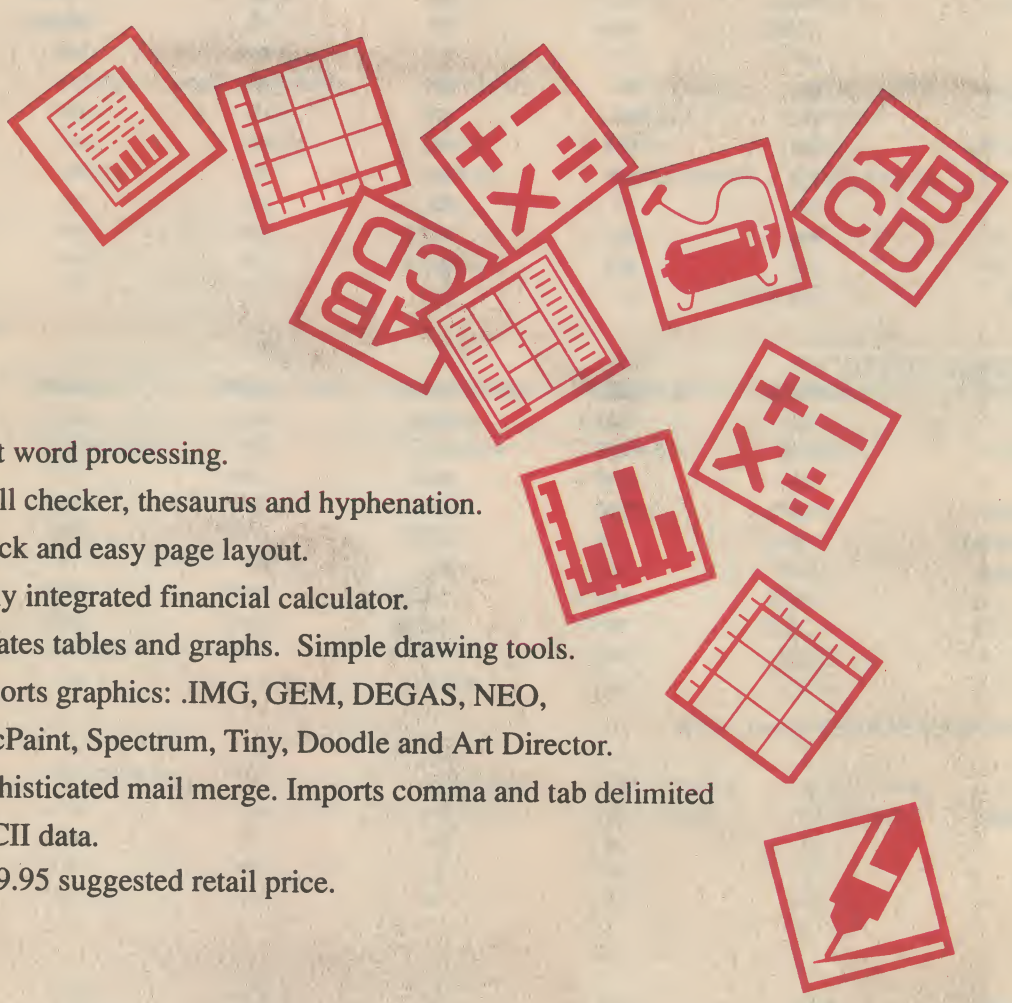
	First Word	Script	Signum II	Wordflair	Wordflair II	WordUp!
■ GOODIES						
Spell Checker	yes	yes	no	no	yes	yes
Suggested Spellings	no	yes	NA	NA	yes	yes
Main Dictionary Size	40,000	69,000	NA	NA	116,000	116,000
User Dictionary	multiple	single	NA	NA	multiple	multiple
Thesaurus	no	no	no	no	yes	yes
Automatic File Backup	yes	no	yes	yes	yes	yes
Hyphenation	yes	no	yes	no	yes	yes
Show Font Character Set	yes	yes	yes	no	no	no
Word Count	yes	yes	yes	no	no	yes
Math Functions	no	no	no	yes	yes	no
On-line Help	yes	no	some	yes	yes	some
Memory Indicator	yes	yes	yes	yes	yes	yes
Disk/File Operations	free space	no	no	no	no	free space,format
■ PERFORMANCE TESTS						
Available Memory	3621K	2911K	3612K	1698K	1359K	3650K
Import ASCII File	1:21	0:22	3:58	0:23	0:22	1:38
Import IMG Graphic	0:18	0:02	0:03	0:44	0:02	0:07
Change Font	NA	0:18	6:28	0:19	0:19	0:15
Simple Replace String	12:43	6:05	7:40	3:28	1:29	0:50
Extended Replace String	12:45	7:44	32:59	9:58	7:59	5:18
Spell Check Document	0:23	0:05	NA	NA	1:17	0:20
Print On Epson	18:38	1:04:32	1:55:39	37:03	35:41	48:52
(Draft Print)	(18:20)	(20:15)	(40:09)	(NA)	(NA)	(18:55)
Print On SLM804	5:42	2:48	4:19	4:10	3:27	3:42
■ SUBJECTIVE MEASURES (5=best, 1=poor)						
Ease Of Use	3	5	2	4	4	5
Manual Quality	4	3	2	4	NA	3
User Interface Design	3	4	1	5	5	5
Capabilities	2	3	2	3	4	4
Customer Support	3	4	3	5	5	1

■ ABBREVIATIONS/SYMBOLS

att	text attributes	**b**	bold	**bu**	broken underline
d	decimal tab	**du**	double underline	**DS**	double sided floppy drive
f	fill tab (ellipsis)	**fc**	format character (e.g. tab, return)	**FW+**	First Word Plus document
h/f	headers and footers	**i**	italics	**l**	left tab
li	light type	**lr**	large character stretch	**mm**	monochrome monitor
NA	not applicable	**o**	outline	**r**	right tab
sm	small character compress	**st**	strikethrough	**u**	underline
wi	wide character stretch	**WW**	Word Writer ST document	**+/-**	sup/subscript

* feature comes from included auxiliary program or desk accessory

A new level of integration...

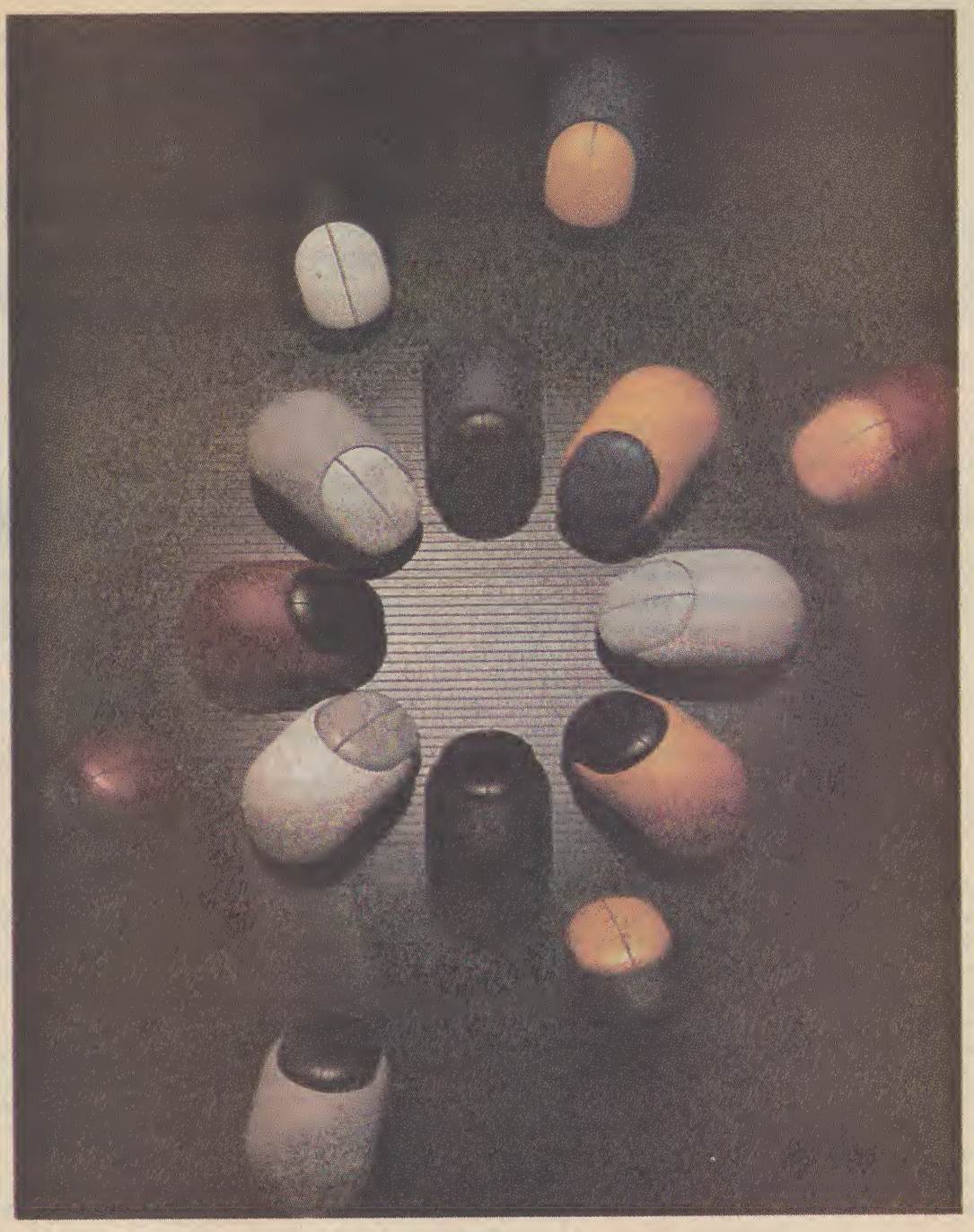


- ❑ Fast word processing.
- ❑ Spell checker, thesaurus and hyphenation.
- ❑ Quick and easy page layout.
- ❑ Fully integrated financial calculator.
- ❑ Creates tables and graphs. Simple drawing tools.
- ❑ Imports graphics: .IMG, GEM, DEGAS, NEO, MacPaint, Spectrum, Tiny, Doodle and Art Director.
- ❑ Sophisticated mail merge. Imports comma and tab delimited ASCII data.
- ❑ $149.95 suggested retail price.

Wordflair II™

Goldleaf Publishing, Inc.

700 Larkspur Landing Circle, Suite 199, Larkspur, CA 94939 415/257-3515



Beetle Mouse

Finally a fantastic mouse for only **$49.95**. The Beetle Mouse has a resolution of 320dpi and is ergonomically designed to fit your hand. New light weight components make the Beetle Mouse ultra-light and fast with high quality switches that will last. Winner of the TIDEX 90' Award for innovative product design. Available for the ***Amiga*** and ***Atari*** computers. **Includes MOUSE PAD!**

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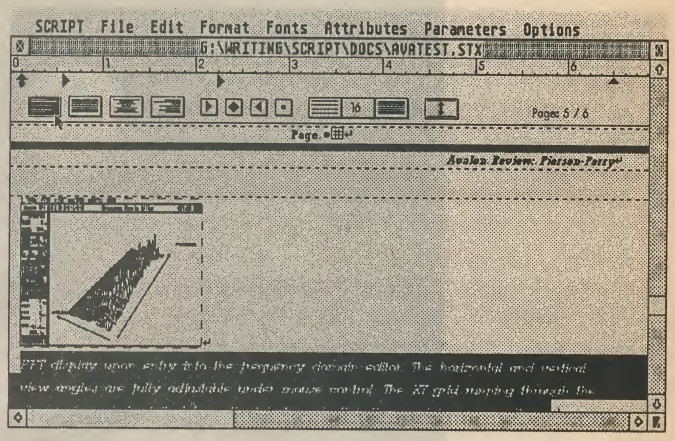
DiscOver

Beyond Words...

▼ **Script**—Ruler icons provide text formatting on a paragraph level, very similar to the system used in Mac Write. The screen display accurately mimics printer output and shows the header/footer regions. Graphics and text may be mixed on a page but not side-by side.



■ Continued from page 19

up to four documents open at the same time, very handy for recycling earlier work.

Wordflair was initially to be marketed by Atari, who was to supply printer drivers, spell checker, and other modules. Goldleaf opted instead to release the program itself. This got the program to market but without all the originally planned features. Wordflair II is an upgraded version of the program and provides a spell checker, thesaurus, and hyphenation along with many enhancements over the original. Goldleaf continues to market the original version as an entry-level product.

The programs show good overall design consistency, smooth interaction between the modules, and are easy to set up and use. Goldleaf advertises them for creation of short, compound documents. To that aim, the programs are maddeningly successful - easily handling small jobs, but inherently hamstrung from more demanding uses.

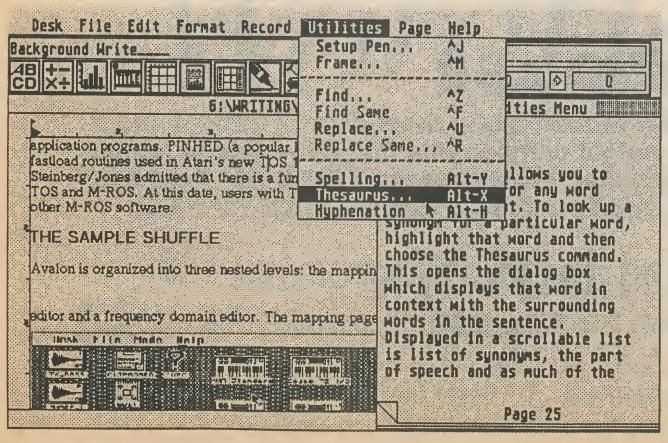
Fundamental text formatting has crippling limitations. Tabs, margins, and indent settings operate globally, rather than at the paragraph level. You cannot write text with some paragraphs indented and others outdented. Only left tabs are supported, making it virtually impossible to create decimal aligned numeric tables.

Both Wordflairs include a proprietary desk accessory version of the excellent CONV2IMG program. This converts popular Atari graphic formats into IMG format, along with cropping, resizing, and rotation. Once imported, graphic regions are easily sized and moved about, with full text runaround.

Graphics are handled as in First Word Plus, with only their pathnames stored in the document. The original Wordflair fails to prompt you with a file selector should you relocate the graphic files. This was fixed in Wordflair II, but it is still possible to see and manipulate graphics on screen but have them fail to print due to improperly retrieved pathnames.

The programs can create line, bar, and pie charts. While the function integrates well with the database and math modules, the chart formats have many limitations. Axes cannot be scaled nor are their values printed. Graphic controls are locked, you cannot alter the line shape or fill patterns. Wordflair only allows up to eight data points; this was extended to twelve in Wordflair II, but is still too few. Line charts printed on a laser printer are nearly invisible. I would not consider using these charts for professional use and recommend using an external graphing program and importing the graphics.

▼ **Wordflair**—Version I and II both provide extensive on-line help files. Many program operations are done through the icon controls in the upper left panel. The upper right panel handles internal database operations. Both horizontal and vertical rulers are supplied to simplify page layout.



Calc regions go far beyond simple math functions. They can be named and used within subsequent calc regions - literally setting up spreadsheet analyses within a document - as well as tied into database records and the internal charting functions. Database functions are pleasantly complete and well integrated with other modules. Wordflair handles up to 999 records, and all must be created internally. Wordflair II increases the limit to 9999 and accepts imported ASCII records from external databases.

The Wordflair family are not designed nor suited to be word processors. Some appropriate types of compound documents might be invoices, form letters, simple flyers and newsletters. Given the minimal price difference and substantial improvements, anyone considering them should go straight for Wordflair II.

WORD UP

This program is a study in schizophrenia. It is the premier document processor for Atari computers but has been so poorly handled by its developer, now out of business, that most people are afraid to touch it. It is still available from distributors and is very much worth consideration

Note: It was just confirmed at press time that Atari Corp. is buying the code to WordUp! Plans for how it will be used or supported are not clear, but a revised WordUp! may be included on every hard drive systems sold by Atari along with the new FSM GDOS. Existing WordUp! owners might get continued support and even upgrade possibilities if this comes through —Ed.

The most recent release is version 3, dated 8/20/90. Earlier versions may exhibit any number of bugs, depending on your hardware configuration. Even this latest version continues to trouble users, although I have never experienced a problem with my Mega 4 system. Previous releases included the Atari laser printer driver. It was removed from this version and incorporated into the TurboJet printer driver package (also handles HP DeskJet and LaserJet), sold separately. The latest version is dated 9/2/90 and has an installation problem with the SLM804 driver, although the driver itself is fine. Download

file #16414 from the GEnie BBS for installation workaround instructions.

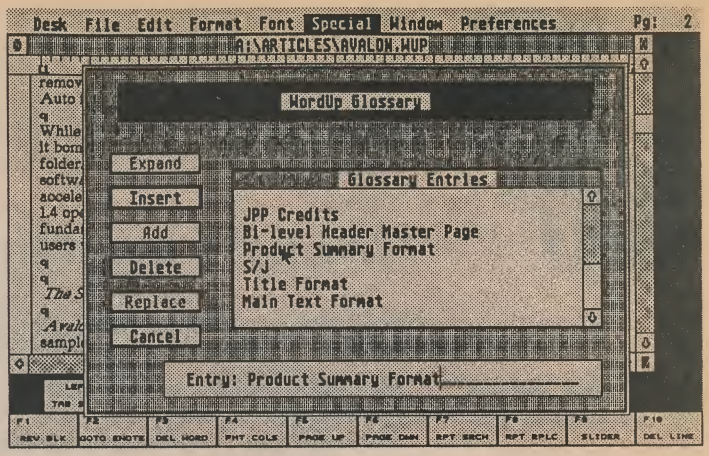
Word Up incorporates all standard text editing functions along with many enhancements and extensions. It provides formatting control at three levels: document, section, and paragraph. Screen redraw time is a tad slow, particularly when using the mouse to make large text selections, and there are sporadic problems picking up quick clicks on the mouse button. Search options are extremely complete but replacements are surprisingly limited to only text.

Standard GDOS fonts are supported, along with Neocept's specially tweaked fonts (only work in Word Up, not necessarily with other GDOS-based programs). Font management options include scaled sizes, wide selection of text attributes, and ability to load/unload font files without changing the ASSIGN.SYS file. Word Up comes with ten fonts, including GDOS equivalents for Times, Helvetica, Courier, Bookman, and Avant Garde typefaces along with script and symbol fonts. Directions are given in the manual to produce output files that can be printed through UltraScript, the PostScript interpreter program for Atari computers. Word Up is the only Atari document processor with such PostScript compatibility.

Graphics are easily imported and are stored merged within document files. Sizing and moving operations are done intuitively following the mouse. Word Up can provide borders around any or all sides of graphics or paragraphs, with user adjustable stand-off margins between the text and frame. A new page preview mode greatly simplifies page make up.

Instead of usual headers and footers, Word Up borrows the master page concept from desktop publishing programs. Anything on a master page will be reproduced on subsequent pages. This could include headers, footers, graphics, and even background text and may be set to print on even, odd, or all pages. You may add new master pages at any points throughout a document which supersede previous ones.

Assuming your system is compatible, Word Up should handle all of your text and document processing needs. When you only need text handling, a text only mode which runs significantly faster than the default graphics mode. Word Up tends to bog down with long files, but you can split a large file into shorter pieces, adjusting the starting page number, to recover speed.



▲ **WordUp!**—In addition to spell checking and a thesaurus, Word Up supports multiple user-defined glossaries. Glossaries contain text phrases, page format controls, master pages, or other page elements. These entries function manually as a cut/paste repository or automatically to expand an abbreviation into its full text equivalent.

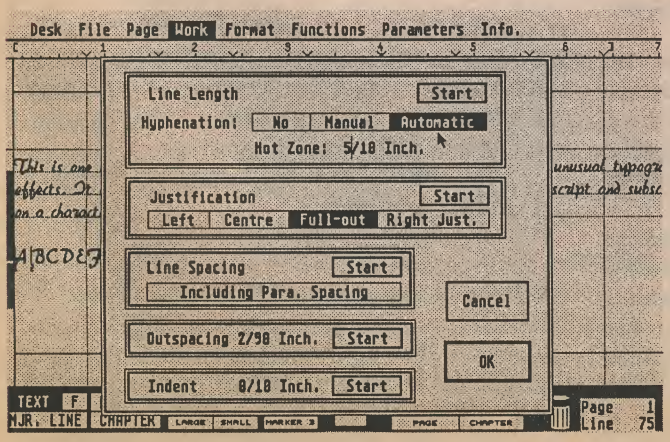
CONCLUSIONS

The painful truth is that Atari offerings are several generations behind their counterparts on other mainstream microcomputers. That said, however, the programs surveyed above may be adequate for many home, school, and small business needs. For 520 ST owners, your only option is First Word Plus. Although Word Up may load, you will be too limited on memory for much work. I strongly suggest you invest in a memory upgrade to use a more capable program.

Those with 1 Mb or more have a few options. If you don't mind a small risk, I recommend you try Word Up. When it works, Word Up is by far the superior program for virtually all needs. Several distributors offer Word Up on a trial basis. If it works on your system, great, otherwise you can return the program and opt for what's behind door number two. If you go this way, make sure Word Up handles all your expected needs today. Do not count on future upgrades. As it stands, it is not compatible with FSM GDOS.

Otherwise your choices are between Script and Wordflair II. Script offers superior text formatting features and is excellent for reports, letters, and charts. Against that, it cannot do mail merge or multiple columns and is incompatible with the forthcoming FSM GDOS. Wordflair II is the favorite for newsletters, form letters, simple documents.

Strong developer support makes Wordflair the best long term choice. Goldleaf has an excellent customer support record. Several upgrades are planned for this year which may overcome current text formatting and design limitations. Just as this article was going to press I received version 1.02 of Wordflair II which corrected some graphics-related problems that had caused program crashes. This version is quite stable. ■



■ **Signum II**—Extreme control over typographical parameters. This example shows user-controllable settings for text line formatting. In practice, the time for such reformatting becomes over-whelming. The user interface is arcane and runs counter to virtually all standard Atari application programs.

ST/TT ALERT ■ MIXED BLESSING: Atari Canada has released the MEGA STe 1 for sale, and it indeed offers an expandable MEGA at, near, or below the $1,000 mark. It has 1 meg of RAM, easily upgradeable to 4 meg using SIMMS modules. It also has no hard drive, but inexplicably has had a redesign of the computer cover that will NOT allow one to be installed without replacing the cover. Atari's own hard drive kit will be offered, and may be the only one to fit easily ■

Towns' Little Guide to TOS Revisions

▼ VERSION 1.00 BY JOHN TOWNSEND, ATARI CORPORATION

■ This short article explains in very terse terms the differences between the TOS revisions available for ST/ MEGA/STE/ Mega STE/ TT machines, what patches are needed for what revisions, the formats they are available in, and any notes I can think of.

I hope this will clear up some of the confusion with the different TOS versions. If you have any questions on this document, please let me know here on GEnie. My GEnie Address is: TOWNS.

Special thanks to Leonard Tramiel, Allan Pratt, and Doug Wheeler for their involvement with this document. Thanks!
—John Townsend

ROM TOS (TOS 1.0)

The original ROM TOS. This version shipped in 520ST and 1040ST machines. It is no longer shipping in any machines. Formats: 2 chip ROMs, 6 chip ROMs. Machines: 520ST, 1040ST. Utilities: FOLDRXXX.PRG. FOLDRXXX.PRG will add more entries into your OS Pool. In TOS 1.0 and TOS 1.02, the limit for the number of directories that you can enter is around 40. With this program you can extend that limit much higher. If you are using a hard drive, this program is recommended highly. It will work with all TOS versions and will improve the performance of your system.

Notes: GET TOS 1.04 TODAY! TOS 1.04 is the latest version of TOS for 520/1040/MEGA owners. It is MUCH faster, has faster, better disk I/O, many other improvements.

MEGA TOS (TOS 1.02)

This is commonly referred to as MEGA TOS. This version of TOS fixes some minor problems in TOS 1.0 and has support for the BLiTTER chip and Real-Time Clock chip. Formats: 2 chip ROMs, 6 chip ROMs. Machines: 520ST, 1040ST, Mega 2, Mega 4. Utilities: FOLDRXXX.PRG

RAINBOW TOS (TOS 1.04)

TOS 1.04 *(commonly refered to TOS 1.4 or Rainbow TOS)* is the latest version of TOS available for 520/1040/MEGA owners. It has been available as a dealer upgrade for awhile now. It has much more robust Disk I/O, Autorunning of GEM programs at boot up, a fix for the 40 folder limit, and much more. Most of all is it much faster than previous versions of the Operating System. Formats: 2 chip ROMs, 6 chip ROMs (available as Upgrade!). Machines: Stacy. Utilities: TOS14FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

TOS14FIX.PRG solves some small problems in the AES (for additional information, please see the documentation that accompanies the TOS14FIX.PRG program).

POOLFIX3.PRG fixes a bug in GEMDOS. Documentation that accompanies the POOLFIX3.PRG program explains (in detail) the problem that it fixes.

CACHEXXX.PRG is a new program that adds GEMDOS buffers to your system. The caching of data and disk directories by GEMDOS (when this program is used) will result in your system running much faster! This program is highly recommended and requires TOS 1.04 or higher for full benefits!

Notes: Please use the utilities available and if you haven't upgraded to this version of TOS yet, please consider doing so. It's a very worthwhile upgrade. There are some disk-based versions of EARLY developer only releases of TOS 1.04 floating around on BBS systems here in the United States and abroad. Please don't use them! They are bad news! They have some very nasty bugs and have been known to corrupt data!

STE TOS, REV 1 (TOS 1.06)

TOS 1.06 *(commonly referedto as TOS 1.6)* is the TOS version that is shipped with the 1040STE and 520STE machines. It is essentially TOS 1.04 with support for the new hardware that the STE has. Formats: 2 chip ROMs. Machines: 520STE, 1040STE. Utilities: STE_FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

STE_FIX fixes the infamous Desktop Medium/Low resolution bug. The problem is that there is a bug in the desktop code in this version of TOS that prevents the user from booting into Medium Resolution. The patch program STE_FIX will solve the problem. Once it is executed in the AUTO folder, the problem no longer exists.

Notes: This version is only available in 1040STE and 520STE machines. It isn't available for upgrading. It won't work in older machines.

STE TOS, REV 2 (TOS 1.62)

This is a slightly revised revision of TOS 1.6. It fixes the POOLFIX problem in GEMDOS and the problem in the Desktop that was present in TOS 1.06. Formats: 2 chip ROMs. Machines: 520STE, 1040STE. Utilities: CACHEXXX.PRG, FOLDRXXX.PRG. CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in 1040ST and 520STE machines. It isn't available for upgrading.

MEGA STE TOS (TOS 2.05)

TOS 2.05 is the version of TOS currently shipping in the Mega STE. Formats: 2 chip ROMs. Machines: Mega STE. Utilities: CACHEXXX.PRG, FOLDRXXX.PRG. CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in the Mega STE. It isn't available for upgrading.

TT TOS (TOS 3.01)

TOS 3.01 is the version of TOS that originally shipped in the TT030. Formats: 4 chip ROMs. Machines: TT030. Utilities: CACHEXXX.PRG, FOLDRXXX.PRG. CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in the TT030. It isn't available for upgrading.

TT TOS (TOS 3.05)

TOS 3.05 is the latest version of TOS currently shipping in the TT030. Formats: 4 chip ROMs. Machines: TT030. Utilities: CACHEXXX.PRG, FOLDRXXX.PRG, SERPTCH1.PRG. CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in the TT030. It isn't available for upgrading. ■

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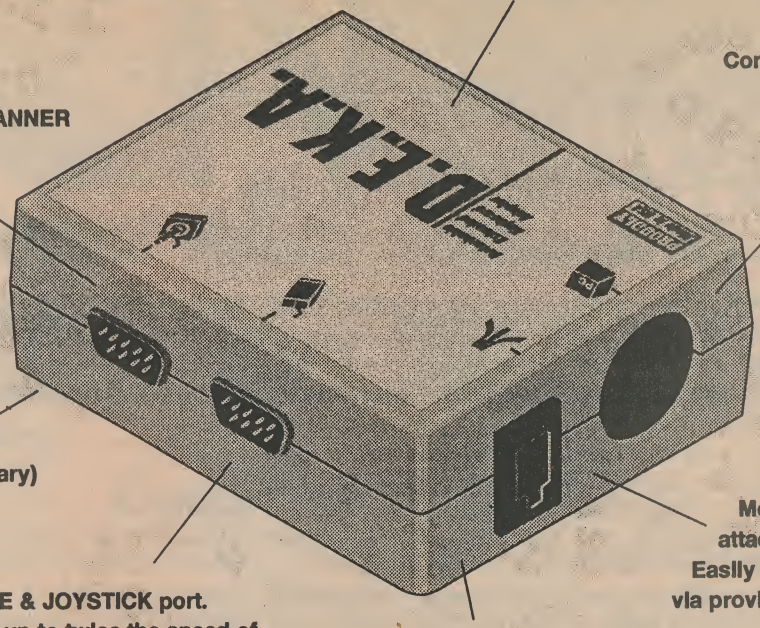

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PORTFOLIO ALERT ■ **Atari has released** the APB (Accessories, Peripherals Bulletin) for the Portfolio. This twenty page mini-manual/magazine includes hints and tips, as well as listing third party vendor's hardware and software for the Portfolio. For a copy, see your dealer, or write to Atari, 1196 Borregas Avenue, Sunnyvale, CA 94089-1302.

Megabyte Computers in Texas will now upgrade the Portfolio to 512k of internal memory. The modification must be done at their site and includes a six month warranty on the Portfolio. The cost is $350, or new Portfolio units with the upgrade already installed are available for sale. For more information call, (817) 589-2950. ■

The Portfolio Chronicles

▼ BIGGER ISN'T EVERYTHING

In a interview done in Germany by PD JOURNAL, Alwin Stumph indicated that Atari is not as interested in expanding the Portfolio as it had been. The Managing Director of Atari Germany and President of Atari Worldwide Sales and Marketing, Alwin says that Atari is planning to enter the notebook computer arena by producing a notebook version of the Atari ST, called the ST-BOOK. The price spread between a built-up Portfolio and a base ST-BOOK would be too small.

What does this mean for Portfolio users? Perhaps we shouldn't expect a Portfolio II soon, despite rumors that it is already in production. But Atari and a number of other vendors are continuing to support the Portfolio. On the horizon, Atari is planning to release the Power BASIC compiler, and Hyperlist, an outliner. XoteriX (818-888-7390) is developing a 512k RAM expansion unit, as well as a 20 Megabyte Hard Disk unit. Word Perfect is looking into developing a version of it's popular word processor for the Portfolio as they have for the competing POQUET.

TIP: Wordperfect Jr., designed for the IBM PC Jr., will work on the Portfolio. You can create and edit files up to about 20k. Wordperfect no longer sells the Jr. version, but it can often be found at computer swap meets.

The Portfolio contains 256k of application code, burned into unchangeable ROM chips. That is quite a large piece of software, and unfortunately, it does have a few bugs. There's no easy way to upgrade the ROM chip—you'd have to replace the entire machine. So, Atari has released an UPDATE program to fix these bugs. This fix, in conjunction with a few hints and tips, should keep your Portfolio up and running.

The UPDATE program is available from several sources. You can get the program from Atari on the DOS Utility Card (HPC-701, $89.85) or on the File Manager/Tutorial Card (HPC-704, $20.00). You can also download the program from the Portfolio areas on both GENIE and COMPUSERVE. It can also be found on Atari's own bulletin board (408-745-2191), but new users will have to wait two business days for validation after their first call. Once you have the program, place the UPDATE command in your AUTOEXEC.BAT file (use the Text Processor) so that it is activated when you reboot your machine.

TIP: When the system crashes, you'll typically lose the contents of drive C:. The best approach is to set drive C: to 8k with the FDISK command so as to give maximum RAM to the computer, and keep all your files on a RAM card.

The best defense against losing your data is to make backups. Using the File Transfer program, FT, and the parallel port, you can copy all your files to a PC. If you're using a serial port for file transfers, be sure to keep an extra copy (or two) of the serial transfer program you use on your memory cards.

Here are the batch files that I use to copy the contents of Drive C: to a memory card. You can make them with the Text Processor, and name them with the .BAT extender for easy use from DOS—just type the filename as a command, and the batch is run.

BACKUP.BAT

```
md a:\system
md a:\root
copy c:\system\*.* a:\system
copy c:\*.* a:\root
```

RESTORE.BAT

```
copy a:\system\*.* c:\system
copy a:\root\*.* c:\
```

TIP: If you try to load a zero length file into one of the built-in applications, the Port will lock up. This can be automatic and frustrating if the zero file is the default load file for the application. Reboot the machine, delete the zero length file from DOS, and you should be ready to go.

Because of the unique design of the Portfolio, not all programs designed for a PC will run it. The most common reason is that a program directly address the computer's hardware, which is different in the Portfolio than in a typical PC. To make the Portfolio as compatible as possible with a PC, access the SETUP menu and under DISPLAY set EXTERNAL MODE to TRACKED, REFRESH to BOTH, and SPEED to FAST. Note however, that the FAST setting will use up your batteries quicker.

These settings will help, but not always. Some programs will still lock up the machine. When the Portfolio locks up, there are three ways to reboot the machine. First try the "three finger salute", <CTRL><ALT><DEL>. If this has no effect, turn the machine upside down, and above the Atari label, there is a hole. Use a paper clip to depress the switch in the hole. If the Portfolio still refuses to reboot, you will have to cold boot the machine. Remove the battery cover. Use a paper clip to depress the small metal tab. The cold reboot will take your Portfolio back to when you first got it. You will even have to tell it what language you want to use. Everything on drive C: will be lost. But that's no big deal since you ARE doing backups now, right? —*B.J. Gleason* ■

■ The Portfolio contains 256k of application code, burned into unchangeable ROM chips. That's quite a large piece of software, and unfortunately, it does have a few bugs. There's no easy way to upgrade the ROM chip—you'd have to replace the entire machine. So, Atari has released an UPDATE program to fix these bugs. This fix, in conjunction with a few hints and tips, should keep your Portfolio up and running.

▲ **B.J. Gleason** is the author of over two dozen utilities and games, including PBASIC, a freeware BASIC interpreter designed specifically for the Portfolio. His big ambition is to reach the final screen in Turbo Pascal. That's a programmer's joke.

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MIDI ALERT ■ MIDI developer DR. T's Software is moving its online support area to the GEnie Telecommunications System. Dr. T's was formerly part of the eclectic Berklee Music School online system, based in Massachusetts. On GEnie, Dr. T's support will join that of Passport, Steinberg, and C-Lab in the MIDI R.T. On GEnie, type MIDI at any main prompt.

ATARI MIDI USERS MOST SATISFIED: From the May Electronic Musician Reader Survey, 40% of all polled musicians owned IBM compatibles, but only 28% preferred it for "making music". 21% owned Macs, with 18% preferring it for music, 7% owned Amiga with 4% most satisfied with it, and 15% owned Atari ST computers. All of the ST owners preferred the ST over all other platforms for making music. ■

Making MIDI More

▼ TAKING THE PLUNGE

MIDI is highly democratic—it offers something for everyone. Rank novice to seasoned pro, all can find entertaining and productive musical applications. How far you go, from a simple home jukebox to a professional recording studio, is completely up to you. What you need for a starter system to explore MIDI on your Atari requires some idea of what you want to do. There's no sense setting up a studio if you just want to hear the soundtrack to an adventure game.

Let's start simple and put together a system just for listening, no recording yet. This would be fine for playing sequences (pre-recorded music files) or hearing a MIDI soundtrack from game software.

My recommended basic computer system is a 1040 ST/STe and monitor. Systems with less than 1 Mb of memory are insufficient to run most MIDI or other applications. Use of a TV for a monitor is just not pleasant for detail work and text. A color monitor, while a bit more expensive than a monochrome unit, is fine for most hobbyist level MIDI programs and is required for most games. Some advanced MIDI applications require mono monitors for their superior resolution.

You need a program to playback the sequence song files through your MIDI instrument(s). This type of program is called a sequencer, and there are several good entry level sequencers for the Atari. Tiger Cub from Dr. T ($99) stands out as an excellent choice for ease of use, capabilities, low cost, and strong developer support.

Tiger Cub combines basic playback features (and recording, of course) with graphical editing of the MIDI data and scoring, showing the music in standard notation. These features are useful even under our "playback only" scenario. You can develop your musical skills by muting a part and playing any instrument along with the rest of the "band." Going a bit deeper, you could try your hand at reworking the song. Cut and paste the arrangement order, try new synth voices, change the tempo, change pan positions and volumes for individual parts, transpose sections to new keys—you're the producer!

Hundreds of music files are available from commercial sources, on bulletin boards, and in local user group collections. One of the best commercial sources is the MIDI Records line from Passport Designs. This constantly expanding series offers song files ranging from classical through big band to modern rock. Passport provides these files in standard MIDI file format, as do most other sources these days. Virtually all commercial sequencers, including Tiger Cub, can import and export music files in this standard format. MIDI files created with an Atari system can be played on IBM, Mac, or other systems and vice versa. Some of the older music files can be converted to the standard using one of several public domain or shareware utilities.

For the starting MIDI instrument, you actually can use any synthesizer that offers MIDI jacks. They are available at department stores for prices under $200, but their limited capabilities may leave you unsatisfied and dead-ended. While costing more (about $600), you just can't go wrong with Roland's CM-32L synthesizer. This is an improved version of their classic MT-32 hobbyist synth, restyled as a computer music accessory. Roughly the size of a cigar box, it provides the equivalent of eight independent synthesizers plus a drum machine. The built-in sound palette holds 120 really terrific sounding selections including pianos, guitars, orchestral instruments, synths, and special effects. Having up to eight different stereo voices and a full drum set going at the same time gives you lots of incredible music—a real band in a box. A keyboard can be added later.

Its considerable capability made the original MT-32 the de facto standard for home and hobbyist use, and most commercial sequences and game programs with MIDI output standardized on it. The CM-32L uses the MT-32 standard, meaning that sequences and other applications play the intended sound for a given part.

OK, we've got everything—how do you set it up? Plug the MIDI IN of the CM-32L into the Atari MIDI OUT port. Since you're not recording, we only need one-way communication. Be sure to use regular MIDI cables (about $3-9 depending on the length). Other 5 pin DIN plug cables may cause problems with data transmission since Atari uses a nonstandard MIDI OUT port wiring. Plug in your headphones or connect the CM-32L output jacks into your home stereo. Boot up Tiger Cub and use the LOAD MIDI command to import a MIDI file. Then press the play button and listen to some great music! — *Jim Pierson-Perry* ■

▼ Tiger Cub combines basic playback features (and recording, of course) with graphical editing of the MIDI data and scoring, showing the music in standard notation.

■ My recommended basic computer system is a 1040 ST/STe and monitor. Systems with less than 1 Mb of memory are insufficient to run most MIDI or other applications. Use of a TV for a monitor is just not pleasant for detail work and text. A color monitor, while a bit more expensive than a monochrome unit, is fine for most hobbyist level MIDI programs and is required for most games. Some advanced MIDI applications require mono monitors for their superior resolution.

ITEMS MENTIONED

■ TIGER CUB: Dr. T's Music Software, 100 Crescent Road, Suite 1B Needham, MA 02194, (617) 455-1454 ■ MIDI Records: Music Data Company (part of Passport Designs, Inc.), 625 Miramontes Street, Half Moon Bay, CA 94019, (415) 726-0280 ■ CM-32L: Roland Corp. US, 7200 Dominion Circle, Los Angeles, CA 90040, (213) 685-5141

▲ Unable to decide between chemistry and music, author **Jim Pierson-Perry** opted to set up his music studio at home and let the Du Pont company provide his chem lab at work. His wife, children, and insurance agent violently opposed the alternative arrangement.

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USER GROUPS ALERT ■ CLUBS? Last month AtariUser posted the 300 registered user groups known to Atari. Comments and returns to date show that perhaps as many as 100 of these have gone out of existence or moved without updating their address. Additional information says that well over that same number are not registered. Membership varies in each club from a low of under 10 to well over a hundred. REGISTER! Contact Atari and/or AtariUser. Call us at 818-332-0372. **MEMBERS AT SHOWS?** Polls taken inside the Glendale West Coast Atari Faire last fall indicated that of over 2,500 attending, only about 5% were current members of an Atari User Group. Barely double that amount were ever members of one, and nearly half of those attending did not know that there were any clubs near them. Moral: MAKE YOUR CLUB KNOWN - It will grow. ■

Getting 'em to carry Atari...

▼ A DO-IT-YOURSELF ATARI DEALERSHIP KIT

Sometimes, when talking to users from all over the country, it seems that I may be the only person in the United States that has an Atari store within walking distance of his house. A few weeks ago I was talking to an officer of a club that was bemoaning the fact that there was no local Atari dealership in his club's area. I suggested that he try to convince an existing computer store to start carrying Atari products.

We tend to put this burden on Atari, thinking that it is solely Atari's responsibility to open up a dealership. But we can do it, often easier than Atari. Here's how...

Atari is again selling their products through national distribution companies. How does that help us? Now a small Ma & Pa computer store does not have to meet Atari's minimum order requirements for purchasing computers. In many areas of the country it is not viable for a dealer to keep a couple thousand dollars of hardware in stock, not to mention the cost of the software sitting on the shelf. Now, with distribution, they can keep a minimum inventory and be able to get special orders filled in a day or so. This makes it fairly painless for an existing computer store to start carrying Atari products.

Here's where a user group has some power. One person going into a store and asking the owner to consider carrying Atari products may get laughed at but, a group of twenty or a hundred people may just get their attention. Join forces with other Atari clubs in your area, if possible, and agree on a mutually convenient location—and set your sites on the prey, a computer store that has been around for some time and has a good reputation. Now comes the hard part—you're going to do ninety percent of the research for your chosen dealer.

First off, get a mailing list of your club(s) members. Then ask them to realistically itemize what they expect to purchase in the next six months. This isn't a wish list but a real list. This list should help convince Mr. Dealer that there is enough of a market out there to take a chance on Atari. Let's face it, if there is no chance of a profit for the dealer they have no reason to tie up cash in "unwanted" product.

Second, you will have to explain to this prospective dealer how he can buy product and where, if not directly from Atari. For your benefit, listed here is the information on the six Authorized Atari Distributors:

Almo Corporation, Sal Moffo, 215-698-4064 (Northeast) Josha Corporation, Mike Marsek, 708-882-7416 (Midwest) Moore Company, Michael Hanachek, 503-234-5000 (Northwest) Impact Marketing, Roy Tei, 808-833-5881 (Hawaii) Pacific Software, Peter Curry, 805-543-1037 (Southwest) Southern Electronics Distributing, Chuck Marsh, 404-491-8962 (Southeast)

Each distributor is listed with their contractual territory for Atari sales. The third party goodies are fair game for any location. Pacific Software is the only one of these that I personally know well. They carry a *very* complete line of third party hardware and software, both foreign and domestic. As a side note, these distributors *are not* mail order houses. They only sell to retail stores. Don't even think of trying to get a deal from these guys, it won't work.

OK, you have a list of potential customers, a list of what they might buy, where to buy the hardware, and where to buy the software. Your gun is fully loaded. The next step is to call the prospective dealer and make an appointment, put on your Sunday best and be on time. Remember, you will be representing a customer base that you want the dealer to pursue—so look the part. You might want to bring along a system so you can show Mr. Dealer that Atari Computers can do more than play a mean game of Pac Man.

Once you have his attention, go for the closing. Tell him you are willing to work with him even more. You are even willing to, at first, buy stuff on a prepay method. Place the order and wait the day or two for the product to come in (yes, distributors *do* deliver that fast). The dealer can get a feel for the potential market, and you get faster service than most mail order houses. That's not to say that mail order houses are bad, just that a local dealer is what we are striving for, remember?

When Mr. Dealer sees some action, he should start to stock product. Then it'll be time for you to suggest that he look into becoming Authorized by Atari. Maybe being an Authorized Repair Center will be enough, or he could decide to become a full Business Center!

What if your first attempt fails? Remember the first time you tried to grow "Magic Rocks" or "Sea Monkeys?" Try again! It's worth your effort, both to you and your area club(s).

If you want to discuss the process or get additional help, write to me C/O AtariUser magazine. Make sure you include a phone number. —*John King Tarpinian* ■

■ Here's where a user group has some power. One person going into a store and asking the owner to consider carrying Atari products may get laughed at but, a group of twenty or a hundred people may just get their attention. Join forces with other Atari clubs in your area, if possible, and agree on a mutually convenient location—and set your sites on the prey, a computer store that has been around for some time and has a good reputation. Now comes the hard part—you're going to do ninety percent of the research for your chosen dealer.

▲ John King Tarpinian has been President of the H.A.C.K.S. computer club in Southern California for longer than anyone will admit to remembering. He has the distinction of having had both his club and a local dealer change cities to follow him when he moved. He actually buys that much stuff.

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8-BIT ALERT ■ GEnie telecommunications service has decided to eliminate their Atari 8-bit section in their bi-monthly 'LiveWire' publication. At first GEnie claimed couldn't find anyone willing to write the short section, while now they say "There just is not enough room because we have additional new advertisers, and we do not want to increase the page count." Anyone who feels that the Atari Classic computers deserve coverage should contact FEEDBACK on GEnie. **An aquisition agreement** between Michael St. Pierre (of Micro Solutions) and Chuck Steinman (of DataQue) has been made which will allow DataQue to continue production of the TransKey adapter for the Atari Classic computers. This device will allow you to use a standard IBM type keyboard on your favorite machine. DataQue will support anyone who purchased their TransKey from Micro Solutions. Contact DataQue, P.O. Box 134, Ontario, OH 44862, USA. ■

Diamond—GEM in-a-Cart

▼ A NEW LOOK FOR YOUR CLASSIC ATARI

Diamond Graphical Operating System (GOS) from ReeveSoft offers an ST/GEM like operating system for the Atari 8-bit series of computers. You can use an ST mouse, joystick, touch tablet, track-ball or your keyboard as a pointing device. Although available for over two years, Diamond has been recently reworked to add new features and increase performance. If you've been considering updating your older version or jumping into a graphical environment for the first time, Diamond 3.0 is worth looking at. A "stacking" cartridge, Diamond will work alone or with other carts.

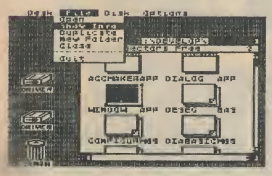
Why would you want a GOS on your classic Atari? Common claims for adding a GOS to a system are 'because the ST has one', or 'it's the wave of the future'. I feel that those are pretty poor reasons to buy something. If a GOS serves some useful purpose, that's a good reason to consider it.

■ Why would you want a GOS on your classic Atari? Common claims for adding a GOS to a system are 'because the ST has one', or 'it's the wave of the future'. I feel that those are pretty poor reasons to buy something. If a GOS serves some useful purpose, that's a good reason to consider it.

If you don't like working from a command line interface (SpartaDOS or OSS DOS) or DOS menu (AtariDOS or work-alike), then Diamond may be the picture to save you typing that thousand words. Most of the DOS (Disk Operating System) functions are available directly from the desktop, with little or no typing required. You can also view and print text files, or launch (execute) programs by selecting a file with your pointing device. There are also options on XL/XE machines to exit Diamond to another cartridge or to internal BASIC.

While Diamond will work with floppy disk based systems, its real power is the ease of use it adds to systems with hard drives. Moving from one directory to another is very simple, using only the pointing device. Functions like copying or deleting files are just as simple, although being so simple makes it so easy, the proverbial two year old can simply make a mess in no time.

One of the major new features of Diamond 3.0 the file selector, now incorporated into the cartridge. With this improvement, new applications (programs) will not have to provide their own selector. It frees up valuable memory and provides a consistent interface for programs which use the selector.



▲ One of the major new features of **Diamond 3.0** the file selector, now incorporated into the cartridge. With this improvement, new applications (programs) will not have to provide their own selector.

Another nice addition to Diamond is that the type of DOS being used is automatically detected, saving the user from having to enter that information. The desktop colors and pointing device are also user selected and saved in a configuration file. This small file is loaded from disk when Diamond is started.

For drawing pictures, ReeveSoft offers Diamond Paint. With Paint, you can load and save in many different picture formats including, clip-art, Micro Illustrator, and straight binary. All of the normal drawing utilities are provided, including cut and paste.

Diamond Write is a word processor which offers a single user selectable font at a time, with multiple styles of that font possible. A variety of fonts are supplied, including an 80 column emulation font. Other features are user programmable margins and justification.

Diamond News Station ($29.95) will allow you to turn out professional looking small newsletters and documents with pictures, multiple-sized text in various fonts, and clip art. Pages are broken into eight plates, and you can edit one plate at a time in a "WYSIWYG" (What You See Is What You Get) fashion.

ReeveSoft offers the $29.95 Diamond Develop package for those with a desire to program applications with all those windows popping and dialog boxes growing. Diamond Develop assumes you know assembly language, and have the MAC/65 assembler (available from ICD, Inc). ReeveSoft offers to refund the cost of Develop to programmers who write a 'significant' application for Diamond.

There are a few rough spots in Diamond. First, you must avoid using sub-directory names which have extensions. Second, if you want to exit Diamond back to the resident DOS, it isn't simple—and it should be. If there are functions your DOS supports which are not supported directly by Diamond, the only option provided is to exit Diamond. Third, the new file selector seems to be reluctant to keep filenames and directories inside the selector box with SpartaDOS. At times the SpartaDOS timestamp spills outside the file area of the selector box, overwriting other information on the screen.

The full Diamond package currently runs $79.95 and includes the cartridge plus the Write and Paint applications. Upgrading from an earlier version of the Diamond GOS cartridge is $30. Diamond systems are by ReeveSoft, 29W150 Old Farm Lane, Warrenville, IL 60555, (708) 393-2317.

MAC/65 and SpartaDOS are from ICD Inc., 1220 Rock Street, Rockford, IL 61101-1437, (815) 968-2228. —*Chuck Steinman* ■

▲ When not writing for AtariUser magazine, **Chuck Steinman** can usually be found out perusing telecommunication services. An avid supporter of the Atari Classic Cause, Chuck is known for several Public Domain, Shareware, and commercial products sold under the DataQue name.

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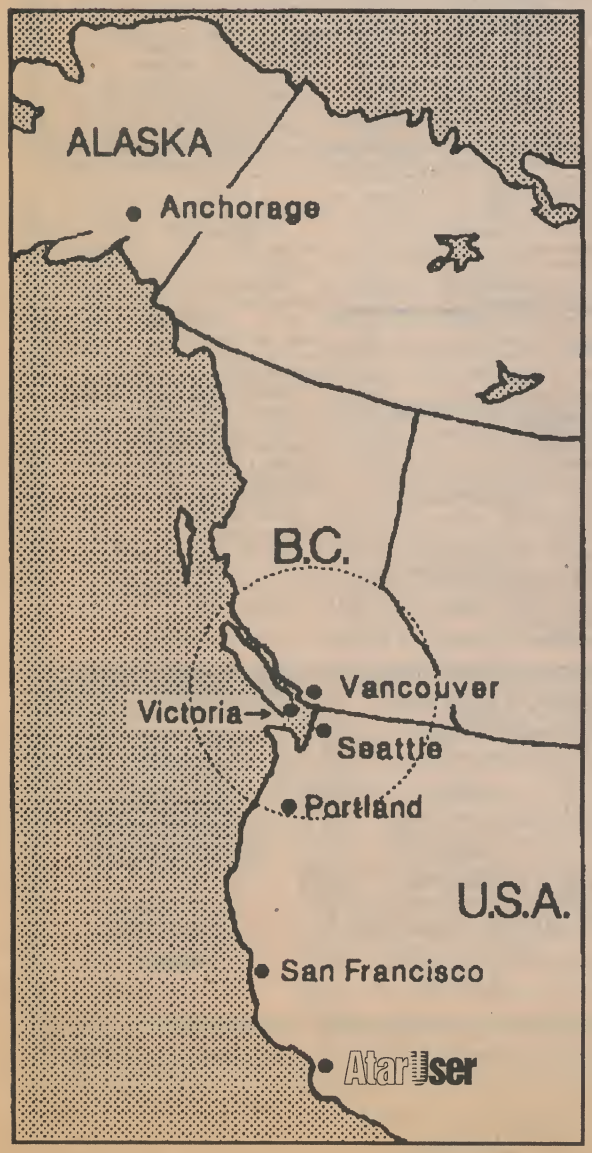
Show Time!

SHOW ALERT ■ AtariUser Magazine will appear at major Atari shows around the country, even around the world. We'll send 1,000 issues to be distributed at the PACIFIC NORTHWEST ATARI FESTIVAL, June 15th & 16th. As a preview and as a show guide, we present this overview of the arrangements for this major show. We hope to do this on a regular basis for upcoming events and AtariFests.

The Pacific Northwest Atari Festival

The PACIFIC NORTHWEST ATARI FESTIVAL is the first major Atari computer show in Western Canada. It will run Saturday and Sunday, June 15 and 16 at the Steveston Senior Secondary School, 10440 No. 2 Road, Richmond B.C., Canada. Richmond is just South of Vancouver, and 150 miles North of Seattle, Washington.

Says Terry Schreiber, one of the organizers for the show being sponsored by T.R.A.C.E. and other nearby user groups, "The response to this show has been tremendous. We have completely booked our main showroom and have moved the usergroup area in order to facilitate more space. We have designated this area as a music area."

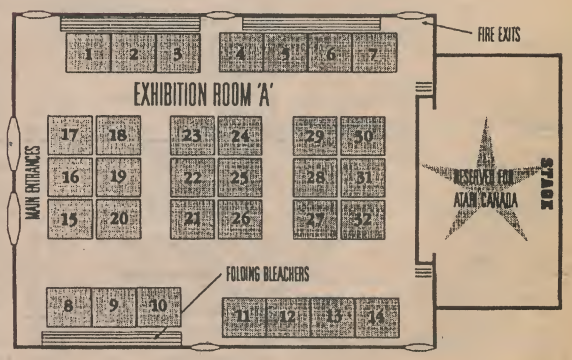


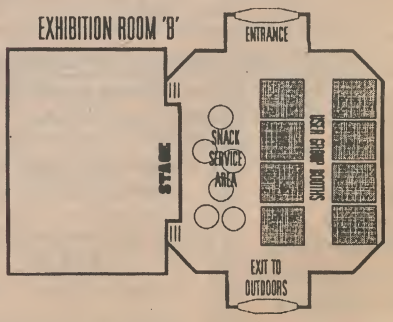
At press time, the list of vendors, developers, and publications planning to attend included:

Atari (Canada) Corporation - Gadgets by Small - Application and Design Software - Gribnif Software - Codehead Software - ISD Marketing - PDC Software - Branch Always Software - Sliccware Software - Cherry Fonts - Phil Comeau Software - Micro Creations - Roll-yer-Own Software - Genus Software - Maxwell CPU - DreamPark Developments - Soft-Logic - MusicCode Software - ICD Inc. - Mind Over MIDI - Tom Lee Music - Noteworthy Music - Infinite Grafix - Minitronics Computer Center - Wizard Computers.

Atari Canada will be using a smaller cut-down version of their large booth on one of the stages while the second stage will be used for MIDI expos and entertainment. Seminars will be running both days continuously in two and possibly three seminar rooms. ■

FLOOR PLANS





■ For the latest information on the show, including booth availability and hotel/air reservations, contact Terry Schreiber at 604-275-7944, or E-MAIL on GEnie to T.SCHREIBER1.

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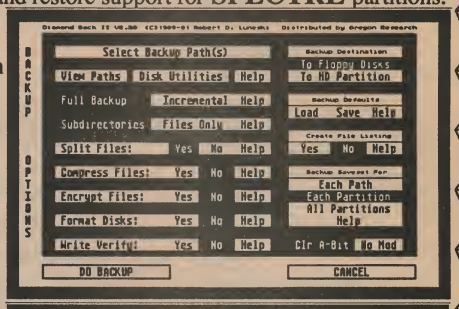

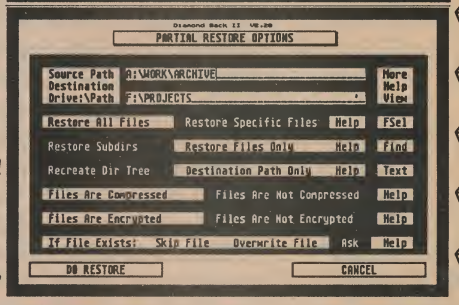

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LYNX ALERT ■ **NEC's TurboExpress** portable game unit will not be released in Europe due to the established popularity of the Lynx there according to reports in a Netherlands online magazine. Portable Addiction, edited by Tjerk Heymens Visser and Yiri Kohl, is a new monthly Lynx and Portfolio support magazine, distributed electronically from Europe via USENET, and also available on U.S. BBS systems and pay services. **Consolidating its resources, Atari** relocated its entire entertainment division to Lombard, Illinois, formerly only the Lynx software development center. Lawrence Siegel, a 20 year veteran of the amusement and video game industry with Sega, Seeburg, and Williams and former head of Lynx software development, has been appointed President of the Atari Entertainment Division. ■

Lynx Games Previews!

▼ ATARI ANNOUNCES NEW LYNX SPECIFICATIONS AND NEW GAMES

By the time you read this, Warbirds and Blockout should both be out. Taking advantage of close proximity to the new Atari Entertainment Division in Chicago, they invited me down to their offices to check out some upcoming games and get the low-down on what is to come. These aren't quite reviews—It's best to spend some serious time with a game before forming an opinion. You'll get the final word on these soon.

WARBIRDS

Warbirds is a World War I dogfighting game where you fly in 3-D through the skies, engaging enemy aircraft. The surprising thing is that this isn't the shootemup that you would expect on a video game system. Instead, it's more like the flight simulators that you're used to seeing on 16-bit computers like the ST.

You view the game from your biplane's cockpit. Since they didn't have radar in WWI, you have to scan the skies with your eyes to find your opponent. Holding down your B button and moving your joypad will let you look around and behind you.

Warbirds features exceptional graphics. The 3-D environment is very smooth and even has clouds to hide in. When an enemy plane is damaged, smoke starts pouring out of its tail. The game also has some nicely detailed, digitized pictures at the end of the mission. If you feel like making your friends crash and burn, you can ComLynx up to 6 players.

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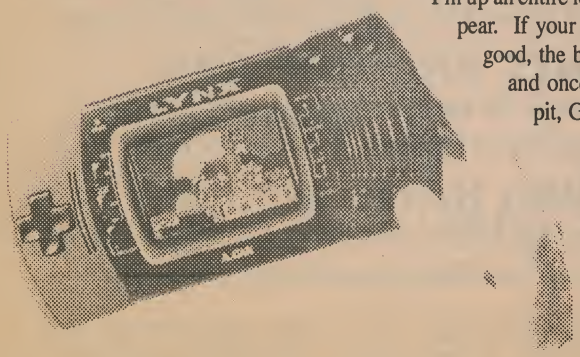
BLOCKOUT

Blockout is a 3-D puzzle game which is already available for most computers. It's very similar to Tetris, but the action is viewed from above. Three dimensional blocks fall into a pit, and you must rotate them as they fall so they will fit together. Fill up an entire level and those blocks disappear. If your block placement isn't very good, the blocks will start to stack up and once they reach the top of the pit, GAME OVER.

The 3-D graphics of Blockout fit in perfectly with the Lynx's 3-D scaling abilities. Like other puzzle games of this sort, it's extremely addictive and will be eating up a lot of man hours.



THIRD PARTY DEVELOPMENTS

A number of third party companies are working on games for the Lynx:

COLOR DREAMS is best known as one of the companies who has produced third party NES titles without Nintendo's permission. Their first Lynx title is Crystal Mines 2. CM2 is a puzzle/strategy game which looks similar to the classic Boulderdash. They're also working on a game based on the gruesome horror film, Hellraiser.

LORICIEL (one of the biggest French developers) is doing Superskweek, an action game where you must repaint tiles, rescue imprisoned Skweekettes, and kill the monsters that are infecting your planet. The game has 225 levels for you to get through.

SHADOWSOFT is a Canadian firm which is converting the arcade classic, Robotron. They are also rumored to be working on a Lynx version of Joust.

TELEGAMES USA is readying a comprehensive chess game titled Fidelity Ultimate Chess. The game features 2-D and 3-D views. Next up is a 3-D miniature golf simulation.

Most of these games are due very soon.

PLAY TIPS

In XENOPHOBE, the Poofer Gun is the most powerful. It has a short range but is very effective right through the last levels.

Jump to level 144 in CHIP'S CHALLENGE with code GVXQ. And try code MAND for the hidden Mandelbrot explorer, where every button has a new function.

NEXT MONTH

...We'll have more on "games within games," hidden levels, and more playing hints. If you have Lynx questions or suggestions for this column, contact AtariUser or the APE Newsletter.

—*Clinton Smith* ■

▲ A five-year veteran, **Clinton Smith** has written for *Atari Explorer* and *STart*. Clint publishes the *APE Newsletter*, a quarterly dedicated to Atari Lynx coverage. Contact Clint c/o *APE Newsletter*, 2104 North Kostner, Chicago, IL 60639. On GEnie, you can leave a message to him at C.SMITH89.

Lynx Resource!

Save this Page!

▼ HAVE ANY ADDITIONS FOR FUTURE LYNX RESOURCE PAGES..? CONTACT APE (SEE BELOW)

▼ SYSTEMS

Lynx Package...
Lynx, AC Adaptor, ComLynx cable, and California Games card, plus coupon for an additional game. $149.95

Lynx Base Unit...
Lynx only (Currently the original Lynx, soon to be replaced with a new design, smaller unit). $99.95

(Lynx systems are available at toy and electronic stores, Atari dealers, and mail order firms.)

▼ ONLINE SOURCES

GEnie
Atari ST Roundtable BBS
Category 36
(See free sign-up information in the COMMUNICATIONS column, in this issue of AtariUser)

Star-Linx BBS
300/1200/2400 baud
(602) 464-4817

Cleveland Free-Net Atari SIG
CWRU-319 Wickenden Building
Cleveland, OH 44106
1200/2400 baud
(216) 368-3888 or through Internet by Telneting to 129.22.8.75

▼ SUPPORT PUBLICATIONS

■ *AtariUser Magazine*
113 W. College Street
Covina, CA 91723-2008
(818) 332-0372

Atari Explorer
P.O. Box 6488
Duluth, MN 55806
(218) 723-9202

Atari Portable Entertainment Newsletter
2104 North Kostner
Chicago, IL 60639
(312) 227-2353
Genie ID: C.SMITH89

Electronic Gaming Monthly
Sendai Publications, Inc.
1920 Highland Ave
Suite 300-Dept. A
Lombard, IL 60148

Game Players
P.O. Box 51410
Boulder, CO 80321-1410

GamePro
P.O. Box 2096
Knoxville, IA 50198-2096

Video Games and Computer Entertainment
Subscriptions Department
P.O. Box 16927
N. Hollywood, CA 91615-9966

(Most of these magazines can be found at your newsstand and book stores.)

▼ ATARI BRAND GAMES

From Atari...
Currently Available...
Blue Lightning: Action
California Games: Sports
Chip's Challenge: Puzzle/Strategy
Electrocop: Action/Adventure
Gates of Zendocon: Action
Gauntlet 3: Action/Adventure
Klax: Action/Strategy
Rampage: Arcade/Action
Roadblasters: Arcade/Action
Ms. Pac Man: Arcade/Action
Paperboy: Arcade/Action
Robo-Squash: Action
Rygar: Arcade/Adventure
Shanghai: Strategy/Puzzle
Slime World: Action
Xenophobe: Arcade/Action
Zarlor Mercenary: Action

Coming Soon...
Warbirds: Action/Simulation
Blockout: Puzzle/Strategy
Ninja Gaiden: Arcade/Action
Tournament Cyberball: Arcade/Sports
Rolling Thunder: Arcade/Action
NFL Football: Sports
World Class Soccer: Sports
Turbo Sub: Action
Vindicators: Arcade/Action
Scrapyard Dog: Action/Adventure
A.P.B.: Arcade/Action
Pacland: Arcade/Action
Xybots: Arcade/Action
Checkered Flag: Sports
Viking Child: Action/Adventure

In Development...
Hard Drivin': Arcade/Action
Hockey: Sports
Stun Runner: Arcade/Action
Toki: Arcade/Action
Hydra: Arcade/Action
720: Arcade/Action
Casino: Simulation
Basketbrawl: Sports
Bill and Ted's Excellent Adventure
Golf: Sports
Grid Runner: Sports
Geo Duel: Action

▼ THIRD PARTY GAMES

Coming Soon...
Crystal Mines 2 by Color Dreams: Puzzle
Robotron by Shadowsoft: Arcade/Action
Fidelity Ultimate Chess by Telegames: Simulation

In Development...
Hellraiser by Color Dreams
Outpost Mars by Cyber Labs
Krazy Ace Mini-Golf by Telegames
Superskweek by Loriciel
Cards by Reflex Software
Joust by Shadowsoft
E-Motion by US Gold
Italia 90 Soccer by US Gold
Rotox by US Gold
Leaderboard Golf by US Gold

(Lynx games may be found at stores that carry the Lynx.)

▼ ACCESSORIES

Atari
Carrying Case: $19.95
Hip Pouch: $14.95
Cigarette Lighter Adaptor: $19.95
AC Adaptor: $9.95
Comlynx Cable: $9.95
Sun Shield: $4.95

Realm
Lynx Carrying Case
Game Card Wallet

Realm
10504 Easum Rd.
Louisville, KY 40299
(502) 267-7024
GEnie ID: REALM

(Lynx Accessories may be found at most stores that carry the Lynx. There is some question as to future availability and pricing of carrying cases, as the new Lynx is much smaller.)

AtariWatch '91 Calendar

▼ Here's the schedule of 1991 Atari appearances as scheduled at press time. Entries marked *BobFest...* are appearances by Atari's Bob Brody at clubs, dealers, or small non-Atari specific shows.

June 1-4 Summer Consumer Electronic Show (CES) Las Vegas, Nevada

June 2 Milwaukee (MAST) AtariFest, 10 a.m. to 6 p.m. Bolero Red Carpet Lanes. 117 Burlegh St., Wauwatosa, WI. For more info contact Bruce Welsch (414) 463-9662.

June 12 BobFest in Sacramento, California.

June 15-16 PACIFIC NORTHWEST ATARIFEST June 15th and 16th at the Steveston Senior Secondary School, 10440 Number Two Road, Richmond B.C. Canada. This is the first major Canadian Atari show west of Toronto, and is just across the US border from Seattle. Contact Terry Schreiber at (604) 275-7944, T.Schreiber1 on GEnie, or Node #505 Atari West BBS on F-Net.

June 29-30 The Great Lakes Atari Computer Users Conference at the Mercyhurst College Campus Center (501 East 38th St.) in Erie, Pennsylvania. GLACUC, call Patty Marshall at 412-225-8637.

July 20 Blue Ridge AtariFest, Noon to whenever, Saturday July 20, Westgate Shopping Center, Asheville, North Carolina, at I-240 and US 19-23. Contact B.R.A.C.E., Van Estes, 704-685-8358.

July 27 MIST AtariFest III in Indianapolis, Indiana on Saturday, July 27th, sponsored jointly by the user groups at Indianapolis and Bloomington known as MIST (Mid-Indiana ST). Held at CADRE, Inc., 6385 Castleplace Drive, Indianapolis, IN. Bill Loring, 812-336-8103.

August 8-11 GEN CON, the world's largest Game Convention (12,000+), at MECCA in Milwaukee Wisconsin. MilAtari Ltd. will host a computer gaming section again.

August 23-25 Dusseldorf Atarimesse. This is the huge all-Atari show held annually in Germany. Contact Alwin Stumph, Frankfurterstrasse 89-91, 6096 Raunheim. Phone 49-6142-2090, FAX 49-6142-209180.

September 14-15 The Southern California ATARI Computer Faire, Version 5.0, also known as THE GLENDALE SHOW has been confirmed for September 14 and 15, 1991. Contact: H.A.C.K.S., 249 N. Brand Bl. #321, Glendale, CA 91203, or call John King Tarpinian, Faire Chairperson, 818-246-7286. — *Look for AtariUser Staff!*

October 12-13 WAACE AtariFest '91, Sheraton Reston Hotel, Washington D.C./Virginia, contact J.D.BARNES via GEnie or by mail to WACCE Vendor Coordinator, C/o John D. Barnes, 7710 Chatham Rd, Chevy Chase, MD 20815.

October 21-25 Fall COMDEX Las Vegas Nevada —*Look for AtariUser Staff!*

November 23-24 Chicago Computer Show BY ATARI. Contact Larry Grauzas, P.O. Box 8788, Waukegan, IL 60079-8788, phone 708-566-0671. Administrated by the Lake County Atari Computer Enthusiasts (LCACE).

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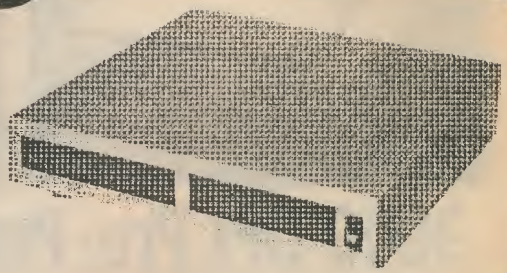

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* 85 MEG 24 MS- $614
* 105 MEG 19MS - $762
* 168MEG 15MS - $999
* 210MEG 15MS - $1077
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SYQUEST 88MEG REMOVABLE- $CALL!!
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PORTFOLIO - call !!

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Supra 2400 Plus- $189 Modem cable - $7
Zoom 2400 baud modem - $95
US Robotics Courier 2400 - $299
US Robotics Courier HST 9600Bd - $599

FLOPPY DRIVES

Master 3S - $129
Master 3S-D(has track indicator)- $144
Master 5S (5.25") - $199
Atari SF314 - $165
Drive extension cable 6 ft - $13.95

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3.5"- 135disks- $31.95
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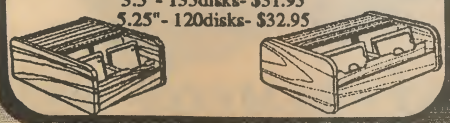

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(Board w/chips 2.5Megs- $196)
Z-Ram/Mega II- 4Megs - $100
(Board w/chips- $196)
1 Meg 80ns Chips $6.ea
STE SIMMS 1meg each - $55
JRI Memory Board(uses simms)- $109

MISC. ITEMS

AdSpeed(ICD's 16mhz accelerator) - $239
Blitz cable w/software - $46.95
Cleanup ST - $24.95
Cordless mouse- $84
Drive Master - $32
DVT-VCR hd backup - $69.95
50pin SCSI dual drive cable 18"- $10
HP Deskjet printer - $549
HP Deskjet 500 printer - $559
ICD Advantage Plus w/clock - $93.77
ICD Advantage (no clock) - $83.77
ICD Advantage Micro (Mega's) - $77
Lantech Local Area Network- $299
Mega Keyboard Extension 6ft - $11
Mega Keyboard Extension 8ft - $12
Mega Keyboard Extension 12ft - $13
Mega Keyboard Extension 25ft -$14

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Mouse Master - $26 Mouse mats - $5
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Mouse (Golden Image) - $37
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Panasonic KPX-1124 24pin - $299
PC Speed- $199 AT Speed- $340
PC Speed Bridge - $65
Spectre GCR(cart)- $215
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Star NX1001 9pin printer - $160
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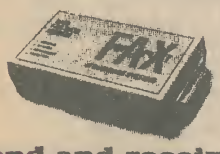

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